

RULES FOR PAI GOW POKER

- 1) The Bicycle Club Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Bicycle Club Casino.
- 2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is NO MAXIMUM on Player/Dealer wagers.
- 7) "Kum-Kum" bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 10) All action goes clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid off in chips.
- 12) The player who controls the seat is the only active player for that position but the player with the most money in action will handle the cards.
- 13) A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will receive no action.
- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
- 17) In the Player/Dealer position, the largest wagering action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active Player/Dealer may designate any person to shake the dice, except a Bicycle Club Casino employee on duty. Each player may not shake the dice more than two times consecutively.
- 19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #35).
- 21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
- 22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option of being the Player/Dealer on his spot. If there was no wager the previous hand, no one may be the Player/Dealer on that spot. (Except No-Limit tables.)
- 25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
- 26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) Any player removing a losing bet may be barred and/or subject to prosecution.
- 28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers), if the correct amount of the wager cannot be determined.
- 29) A player has a FOUL hand if:
 - (a) The two-card hand is stronger than the five-card behind hand, or
 - (b) The player does not have exactly two cards in the front hand, or
 - (c) The player does not have exactly five cards in the back hand.
- 30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".

RULES FOR PAI GOW POKER

- 31) A player may see one hand only, regardless of the number of hands on which he has wagered.
- 32) The Joker may be used as an Ace or to complete a Straight or as the highest unmatched card in a Flush.
- 33) A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
- 34) A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
- 35) Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
- 36) No wager can be removed until all hands are opened.
- 37) Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
- 38) The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
- 39) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 40) If it is discovered that the House Supervisor did not show all options to the Player/Dealer, the hand will be reset the "House Way" before the third hand is exposed.
- 41) New set-ups may be requested after two rounds.
- 42) Player/Dealer may ask the House Supervisor for an extra shuffle.
- 43) Only the Player/Dealer may request a change of deck.
- 44) When two identical cards are turned up, the hand will be declared a misdeal.
- 45) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
- 46) Management reserves the right to make decisions which are in the interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

THE BICYCLE CASINO

7301 Eastern Ave., Bell Gardens, CA 90201
(562) 806-4646 ♦ www.thebicyclecasino.com

Rules

Pai Gow Poker



THE BICYCLE CASINO

OBJECT OF THE GAME

To win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional Poker hands.

THE DECK

Pai Gow Poker is played with a total of 53 cards consisting of 52 cards and the Joker. There are two different versions of Pai Gow Poker. First is when the Joker is wild. Second is when the Joker may be used only as an Ace or to complete a Straight or Flush. In the first version, if the two card hand (front) consists of a "joker", it will automatically play as a "pair".

HOW THE GAME IS PLAYED

The card game is dealt on a Poker style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer. As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive action from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table limits. As a Player/Dealer, you must bet at least the table minimum, however, there is no maximum limit.

At this time, a time collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8, or 5.

THE OPENING OF THE DICE CUP (revealing the total of the dice) signifies the BEGINNING OF THE HAND. The House Supervisor will announce "no more bets," then lift the cup and read aloud the total on the dice. Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are

set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win, both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands". If both hands rank lower than both of the Player/ Dealer's hands, the player loses to the Player/ Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand, he cannot win or lose any more money. No other wagers, win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the time collection. This button must be used on the very next hand by the same player.

When all transactions are completed, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

BACKLINE WAGERS

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2 or 3 locations will pay equal time collections before each hand is played.

TRADITIONAL POKER BANKING HANDS

- 1) 5 Aces
- 2) Royal Flush
- 3) Straight Flush
- 4) Four of a Kind
- 5) Full House
- 6) Flush
- 7) Straight
- 8) Three of a Kind
- 9) Two Pair
- 10) One Pair
- 11) High Card (Ace High)

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Pai Gow Poker



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RULES FOR PAI GOW TILES

- 27) Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
- 28) No wager can be removed until all hands are opened and settled.
- 29) Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
- 30) The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
- 31) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 32) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

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Rules **Pai Gow Tiles**



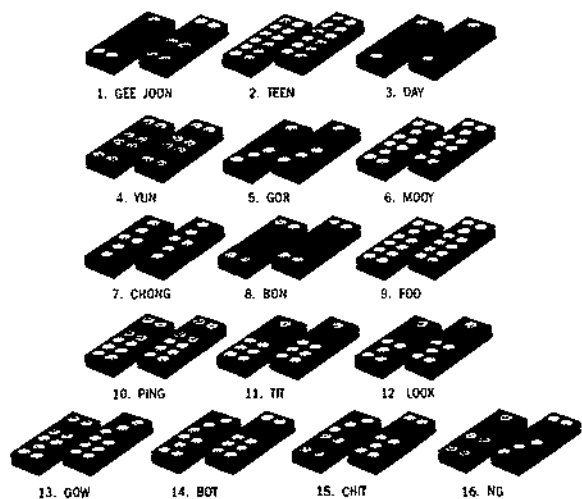
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- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each circle/seat.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is NO MAXIMUM on Player/Dealer wagers.
- 7) "Kum-Kum" bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 10) All action goes counter-clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid off in chips.
- 12) The active player cannot refuse backline bets.
- 13) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision and is the only one allowed to handle the tiles. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 14) In the Player/Dealer position, the active player makes the final decision on any disagreement on the play of the hand.
- 15) The active Player/Dealer may designate any person to shake the dice. Each player may not shake the dice more than two times consecutively.
- 16) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 17) The Player/Dealer's hand will not be opened until all hands have been set.
- 18) All players must put the entire wager in the betting circle(s) before the dice are released by the House Supervisor. Only money in the betting circle plays. Stating "money covers" or other call bets is NOT acceptable. In the Player/Dealer's position "Buying hand(s)" is NOT acceptable at any time.
- 19) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager to the extent that it affects the play of his hand.
- 20) No side bets or proposition bets are allowed.
- 21) The active player has the first option of being the Player/Dealer on his seat. If the active player refuses to be the Player/Dealer, then anyone can be the Player/Dealer on that seat, whether there was a wager on the previous hand or not.
- 22) Any attempts to switch, pass, and/or hold out tiles will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 23) Any player removing a losing bet may be barred and/or subject to prosecution.
- 24) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers), if the correct amount of the wager cannot be determined.
- 25) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".
- 26) A player may see one hand only, regardless of the number of hands on which he has wagered.

PAI GOW RANKING CHART

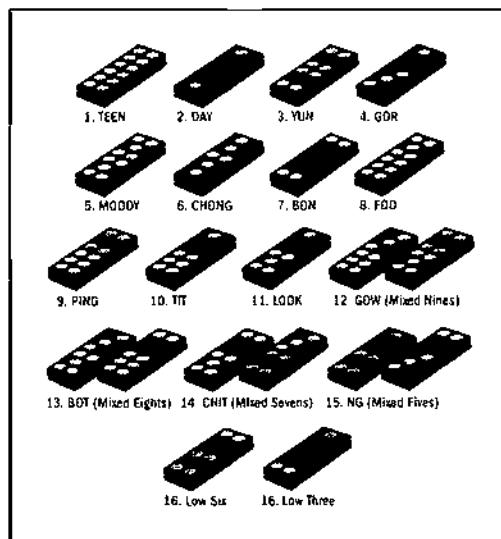
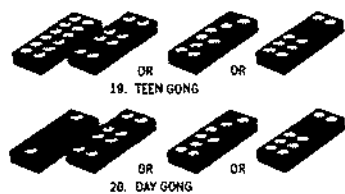
BO



WONG



GONG



Basics

Pai Gow Tiles



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THE GAME

The game of Pai Gow Tiles which originated in Ancient China, is played in most oriental countries. "Pai Gow" is a game of Chinese dominoes. Literally translated, it means "Cards-Nine". The game is played with dominoes and is the forerunner of American dominoes.

There are 32 dominoes used in Pai Gow which are mixed or shuffled by the House Supervisor. The dominoes are placed in eight (8) stacks of four (4) each. The Player/Dealer and up to seven (7) players are dealt one stack (four dominoes). The object of the game is to set the dominoes into two hands (front and back, two dominoes per hand) for the best "ranking" combination. If they are lower, the Player/Dealer wins. When the Player/Dealer and players have the same ranking combinations, the Player/Dealer is the winner.

RANKING COMBINATIONS

It is necessary to memorize or refer to the chart for the first sixteen (16) rankings. The highest is the "Supreme" combinations, which is called, in Chinese "Jee Joon" - domino three (red 1, white 2) and domino six (white 2, red 4). The second through the sixteenth rankings are pairs or "Bo". The pairs do not follow a number sequence from highest to lowest or vice versa. The pairs are actually symbols to the Chinese. For example, the second highest ranking is the pair of twelves called "Double

Heaven". The third ranking is the pair of twos called "Double Earth". The fourth ranking is the pair of red eights or "Double People", etc. (See chart).

The thirteenth to sixteenth ranking pairs are not identical dominoes; they are known as mixed (chop) pairs.

After the pair rankings, the best combinations are the "Wong" (King) which is the twelve (Heaven) and any nine. This ranking followed by the dominoes two (Earth) and the nine. Next is the "Gong" (Steel) which is the twelve (Heaven) and any eight followed by the two (Earth) and any eight.

When Bo (pairs) Wong, or Gong combinations cannot be made, the next combinations are ranked from nine to zero. These are the most common rankings and they represent the basis of the game of Pai Gow (Cards - Nine). For example, the two dominoes 10 and 9 make a 9. The 11 and 4 make a 5. The 11 and 9 make a zero.

With the four dominoes you are dealt, you make two combinations which will both total closest to nine. The object in setting both combinations is to have them both higher than the two combinations of the hand you are playing against.

When the same player and Player/Dealer have two dominoes totalling the same number, the combinations with the higher "single ranking" is the winner.

THE DEAL

The unique feature about Pai Gow Tiles is that the Player/Dealer is rotated counter-clockwise among the players and House Supervisor after each game; that is, each player has the opportunity to deal against other players. The Player/Dealer can win, lose or push on each of the players' individual bets. A Player/Dealer cannot win or lose more than he wagers. A Player/Dealer may "pass" the deal onto the next player if he does not wish to be the Player/Dealer.

After the bets are placed, the Player/Dealer casts three (3) dice which determine which player will receive the first stack of dominoes. The players will rank their dominoes and set the two combinations side by side in front of their bets. The Player/Dealer will show his hand first, and the House Supervisor will then open the hands of the players to determine the losers and winners. Amounts lost by players are collected in the center of the table by the House Supervisor. The winning bets are paid off with the Player/Dealer's money.

WILD DOMINOES

The 3 and 6 dominoes that make the "Supreme" combinations (Jee Joon) are "Wild Dominoes". The 3 can be used as a 3 or 6. The 6 can be used as a 6 or 3. For example, dominoes 6 and 4 make zero; however, this 6 can be used as a 3, which makes 7, and is a better combination.



GAME RULES

- ❖ Players may not exchange or communicate any information about their hands.
Any violation of this rule will result in a dead hand and forfeiture of ante and bet.
- ❖ All pay-offs will pay to the extent that money covers.
- ❖ The Player/Dealer position must pay an additional dollar per hand for the jackpot drop.
The Player/Dealer's hand must have an Ace/King (an Ace and a King) or higher to qualify.
If the Player/Dealer's hand does not qualify:
- ❖ The Player wins the ante bet even if the Player's hand has lower ranking than the Player/Dealer's hand.
If the Player/Dealer's hand qualifies:
Then each Player's hand must be compared against the Player/Dealer's hand.
- ❖ If the Player/Dealer's hand is higher in ranking than the Player's hand, the Player loses both the ante and the call bet.
- ❖ If the Player/Dealer's hand is lower in ranking than the Player's hand, the Player is paid even money on the ante bet and a bonus on the call bet according to the bonus pay schedule.
- ❖ If both the Player and the Player/Dealer's hand have the same ranking (identical) the hand is a tie and no action is taken (Push).

HOW TO PLAY

- ✓ A standard 52-card deck is used. (No joker)
- ✓ The game is played on an 8-spot (seats) table. Each player has the option to be the Player/Dealer, for a maximum of two hands, starting from seat #1.
- ✓ There is no draw or discard for all hands.
- ✓ Poker ranking is used for hand comparisons.

- ✓ All Players' hands are compared with the Player/Dealer's hand.
- ✓ Each player will receive 5 cards starting from seat #1 in rotation.
- ✓ Player/Dealer's top card will be turned face up.
- ✓ The Player/Dealer's bottom card determines where the action button will be placed. For example, if the card is an Ace, then the action starts on seat #1. (All counting is done clockwise from seat #1 to seat #8 and back to seat #1)
- ✓ Each Player's hands are revealed starting from the action button, and compared with the Player/Dealer's hand.

ANTE

- ✓ Each player makes an opening bet (ante) and pays the collection fee posted on the table prior to receiving five cards.
- ✓ Each player will have two options:

CALL

- ✓ If the Player decides to play, he/she may call by placing a wager twice as much as the ante in the bet circle.
- ✓ All call bets must be twice the ante.

SURRENDER

- ✓ Player may surrender their ante if he/she doesn't want to play.
- ✓ Players who surrender will lose their ante bets automatically.

HOUSE WAY

Less than Ace/King high, surrender.
Ace/King high and above, "call".

BACKLINE BETS

- ✓ Each Player's position has circles numbered 1, 2, and 3. The number 1 refers to the Player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on.
- ✓ If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 and 3 locations will pay equal table fee collection before each hand is played.

BETTING LIMIT

Each table has a table tag defining the table limit and collection rate (e.g., in a \$5-\$50 limit table a Player may wager from \$5 minimum to \$50 maximum per betting (ante bet) circle--and pay a 50¢ collection).

A Player must bet within the table limit.

There is no maximum for the Player/Dealer.

BET WAGER BONUS SCHEDULE

Royal Flush	10 to 1
Straight Flush9 to 1
Four of a Kind8 to 1
Full House7 to 1
Flush6 to 1
Straight5 to 1
Three of a Kind3 to 1
Two Pair2 to 1
One Pair (or Less)1 to 1

ROYAL FLUSH JACKPOT*

Flush or less beaten by a Royal Flush.

The distribution of Jackpot in the player position: Player with the Royal Flush receives 60%. The Player/Dealer receives 20%. Players involved (who paid collection when the jackpot occurred) receive 20% to be divided equally.

The distribution of Jackpot in the Player/Dealer position: Player/Dealer with the Royal Flush receives 60%. Players involved (who paid collection when the jackpot occurred) receive 40% to be divided equally.

PROGRESSIVE JACKPOT*

Full house beaten by a higher full house or better. This jackpot is rewarded only if the hand occurs between a Player and the Player/Dealer position.

The distribution of the progressive jackpot: 60% to the losing hand. 20% to the winning hand. 20% to be divided by all players involved (who paid collection when the jackpot occurred).

*All jackpot payouts are from posted amount.

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The Bicycle Casino reserves the right to cancel or modify this promotion at its sole discretion. All promotions and jackpots: no purchase necessary.

CARIBBEAN STUD



has one of these hands, it is a "push" between these two players and they each collect from the other players except a Dragon Hand in the Asian Version (Asian Version wins 13 points, outranking all other bonus hands).

Automatic Win Hands must be declared before the hands are open otherwise the hands will play the way the player sets.

Note: If you have an Automatic Win Hand, the player does not need to set the hands. He just places his stack of cards down on the table. This will indicate the Automatic Win.

IMPROPERLY SET HANDS

A hand is set improperly in each of the following situations:

- Any part of the three segment hands has the wrong number of cards.
- Any part of the three segment hands are set out of ranking order.
- Any player that sets his or her hand improperly must pay 4 points to all of the other players in both versions.
- If one or more player(s) set the hand "Foul", all Bonus hands (if there is any) will count against the player(s) who set the foul hand including Super Bonus Hands.

MISDEALS

A misdeal can occur in the following situations:

- A dealer has exposed five or more cards of one player's hand.
- Any one hand is dealt the wrong number of cards.

BUY-IN

The buy-in for any game is 20 times the value of one point in chips.

PAY-OFFS

- In an all-in situation, pay-offs start clockwise from the button.
- You can only win up to the amount of money in your stack at the start of the hand.
- Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands.

CLOCK OPTION

- Management reserves the right to introduce the clock option at their discretion.
- Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

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Chinese Poker

13 Card Poker



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HOW THE GAME IS PLAYED

- Each player receives 13 cards.
- The hand must be arranged with 3 cards in front, 5 cards in the middle and 5 cards in back. The back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. Please note that Straights and Flushes do not count in the three card hand. An exception to this is in a automatic win.
- Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game.
- Hands are then compared with the other player's hands. The player with the higher ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with the higher ranking back hand wins 1 point.
- A hand is dealt to all four seats regardless of the number of players at the table.
- An A, 2, 3, 4, 5 straight is always the lowest Straight possible.

COLLECTIONS

Game Limit	Collection Per Player
\$5	\$1 per hand
\$10	\$1 per hand
\$20	\$20 per hour
\$25	\$25 per hour
\$50	\$30 per hour
\$100	\$40 per hour
Above \$100	\$50 per hour

Game limits not listed will be collected at the next highest level.

BICYCLE CLUB CASINO VERSION (Scoring Rules)

- If your 3 part hand out ranks your opponent's hand, 2 out of 3, you win 2 points. In other words, you receive one point for your net segment wins and one additional point for a majority of wins, i.e., out of the three segments of your hand you win two out of the three. You would win two points, minus one point (the one your opponent won) plus one point for a majority of segments thereby, winning two points total.
- If your 3 part hand out ranks the opponent's 3 out of 3, you get 4 points. You win three points (your net win), one point for each of the segment wins minus zero points (your opponent didn't win any) plus one point for the majority of segments won, totalling four points.

ASIAN & MANDARIN VERSIONS WITH BONUS HANDS

Bonus points are used in the Asian/Mandarin Version of this game which uses a 3 point scoring system.

Bonus points hands in the back hand:

- Straight Flush in the back is worth 5 points extra.
- Four-of-a-Kind in back is worth 4 points extra.

Bonus points hands in the middle hand:

- Straight Flush in the middle is worth 10 points extra.
- Four-of-a-Kind in the middle is worth 8 points extra.
- Full House in the middle is worth 2 points extra.

Bonus points hands in the front hand:

- Trips in the front is worth 3 points extra.
Example: If you beat your opponent 2 out of 3 and you have a Straight Flush in the back, you win 6 points. If you beat your opponent 3 out of 3 and you have a Straight Flush in the back, you win 9 points in the Asian Version and 11 points in the Mandarin Version.
- The Dragon Hand (Ace through King of any suit) is worth 13 points. This hand beats all other Automatic Win hands.

- If you win 3 out of 3 without a Bonus hand, you win 4 points in the Asian Version and 6 points in the Mandarin Version.

SUPER BONUS

- If your hand out-ranks the other 3 opponent's hands 3 out of 3 (front, middle and back), you win 7 points in the Asian Version and 12 points in the Mandarin Version.
- When the game is 3-handed, if your hand out ranks the other 2 opponent's hands 3 out of 3 (front, middle and back), you win 9 points in the Mandarin Version only.

AUTOMATIC WIN

The Automatic Win hands are always in play.

- The Dragon Hand (Ace through King of any suit) is worth 4 points in the BCC Version. This hand beats all other Automatic Win hands.
- Any 13 card hand that has 6 pairs. Player will win 4 points. Note that Four-of-a-Kind can be counted as 2 pairs.
- Any 13 card hand that has suited cards in all 3 parts = 4 points.
- Any 13 card hand that has Straights in all 3 parts = 4 points.
- A Straight Flush can be used as a Straight or a Flush for bonus hands.
- In the Asian Version, a player has the option of not using a Automatic Win Hand.
- If someone declares an Automatic Win, the payoff starts left from the Dealer's Button.
- Any player that has any one of these hands will collect 4 points from each player in both the Asian Version (except the Dragon Hand in the Asian Version which is worth 13 points) and BCC version. If more than one player

RULES FOR SUPER PAN 9

- 32) When the Player/Dealer's three-card hand totals a 3 or less, the House Supervisor will automatically draw a card. When the Player/Dealer's three-card hand totals 7, 8 or 9, the hand stands.
- 33) When the player's three-card hand totals a 3 or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
- 34) A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Supervisor deals a card off the table, the card is dead and player will receive the next card.
- 35) No wager can be removed until all hands are opened.
- 36) All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the Player/Dealer has acted on his hand and before the players hands are read. (Note: an exposed card is defined as one that lands face up on the table.)
- 37) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 38) A misdeal will be declared if:
 - (a) It has been determined before the deal is complete, that cards have gone to the wrong spot.
 - (b) If the Player/Dealer has the wrong number of cards.
 - (c) If the House Way hand has the wrong number of cards.
- 39) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
- 40) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing

one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The House Supervisor will check with each player in turn.

- 41) If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- 42) When a player requests assistance on the play of a hand by the House Supervisor, a "House Way" button will be placed in that position. In turn, the House Supervisor will play the hand according to the Bicycle Club Casino Guidelines:
 - Draw on five (5) or less
 - Stand on six (6) or moreAfter the Player/Dealer's hand has been opened and set, the "House Way" hand will be opened and checked in turn. Any "House Way" hand incorrectly played by the House Supervisor will be reset by Management.
- 43) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

THE BICYCLE CASINO

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Rules Super Pan 9



THE BICYCLE CASINO

RULES FOR SUPER PAN 9

- 1) The Bicycle Club Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against, the Bicycle Club Casino.
- 2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is NO MAXIMUM on Player/Dealer wagers.
- 7) "Kum-Kum" bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who choose to bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 10) All action goes clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid off with chips.
- 12) The player who controls the seat is the only active player for that position but, the player with the most money in action will handle the cards.
- 13) A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will not receive action.
- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
- 17) In the Player/Dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active Player/Dealer may designate any person to shake the dice, except a Bicycle Club Casino employee on duty. Each player may not shake the dice more than two times consecutively.
- 19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #42.)
- 21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
- 22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option being the Player/Dealer on his spot. If there was no wager on the previous hand, no one may be the Player/Dealer on that spot.
- 25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
- 26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) Any player removing a losing bet may be barred and/or subject to prosecution.
- 28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 29) Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
- 30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand the hand will be played according to "House Way".
- 31) A player may see one hand only, regardless of the number of hands on which he has wagered.

BACKLINE BETS

Each player's position has circles numbered 1, 2 and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 or 3 locations will pay equal time collection before each hand is played.

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Basics Super Pan 9



THE BICYCLE CASINO

OBJECT OF THE GAME

To win your bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

THE DECK

Super Pan 9 is dealt using twelve (12) decks totalling 432 cards. Starting with a regular 52 card deck, the 7's, 8's, 9's, and 10's are removed.

STRUCTURE OF THE GAME

- 1) Each player, including the Player/Dealer, places their wager before the cards are dealt. This is the only chance to place a bet.
- 2) The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to determine the order in which the player's hand will be compared to his. In Super Pan 9, the Player/Dealer's position is always 1, 9 or 17; numbers count clockwise.

- 3) Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have a numerical value corresponding to their face value except for face cards which have a value of zero (see below). An Ace has a value of one.

- 4) There are eight hands dealt. After the three (3) cards are added together, the last digit of the total determines the value of that hand.

For example:

A, A, Q, 5	=	7
6, 5, J, 3	=	4 (14)
2, K, Q, 6	=	8
5, 5, K, 6	=	6 (16)
3, 4, 2	=	9
5, 5, K, K	=	0 (10)

- 5) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the

"card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.

- 6) The Player/Dealer's cards are opened last and he is given the option to draw.
- 7) Each player's cards are revealed starting from the action button and compared, in turn to the Player/Dealer's hand.
- 8) In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/Dealer's hand and the player's hand are the same total, no money is exchanged. This is considered a "push."

BETTING LIMITS

Players must bet within the table limits. There is no maximum for the Player/Dealer. The designated Player/Dealer can only receive "action" on the total amount he was wagered.

CRAZY PINEAPPLE

Crazy Pineapple is a poker game where each player receives three cards as his initial hand. There is a round of betting after these cards have been dealt. Then three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. Each remaining player chooses to keep two of the three cards from his initial hand and discards the third. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. A player may use all of the board cards — this is called, "playing the board".

Crazy Pineapple uses a flat disc called a Dealer Button to indicate the player, who in theory, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. On the first round one or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his cards. Blinds count as part of the player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet.

Blinds are posted by players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. The blinds act last on the first betting round and are "live" which means the player is allowed to raise his own blind bet.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a blind. In this case, the next player will take the blind. The player that has less than half his blind will not be eligible for the dealer position (the Button) and must fulfill all their blind obligations in order to continue to play. Half a blind or more constitutes a full blind.

RULES FOR CRAZY PINEAPPLE

- ♦ Check and raise is permitted.
- ♦ A bet and three raises are allowed. The third raise "caps" the action.
- ♦ There is no limit on raises when only two players are left in a betting round and the action is not yet "capped".
- ♦ String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. A player putting in less than half of the raise without announcing "raise" may call only.
- ♦ A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
- ♦ No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- ♦ A card found face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- ♦ If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
- ♦ If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
- ♦ If the flop has too many cards, it will be taken back and reshuffled, except the burn cards which will remain burned. No new burn card will be used.
- ♦ If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.
- ♦ All remaining players must discard their third card before the dealer turns up the fourth card on the board. Any player failing to discard before the fourth card is turned has a fouled hand and forfeits all rights to the pot and all monies involved.
- ♦ If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning.
- ♦ If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- ♦ Playing the Board: A player may play the board by throwing his hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call, and the best hand is on the board. The player must declare that they are playing the board before throwing their hand away; otherwise the player relinquishes all claims to the pot.
- ♦ The winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand.
- ♦ A player may not enter play in the middle of the blinds. He must wait until the Button passes.
- ♦ A new player entering any Crazy Pineapple game has several options. He may: (1) wait for his big blind, (2) wait until the Button passes and then post his big blind, or (3) post the big blind when he sits down. If he chooses the second or third option, the blind acts as his opening bet and he may either call by rapping the table or make the prescribed raise in turn.

- ♦ If a player leaves the table for any reason and a blind passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.
- ♦ The dealer button always moves forward and the blinds are adjusted accordingly.
- ♦ In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- ♦ The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. Any smaller chips may be played provided they can be combined in quantity to equal the size of a chip used in the game. When going all-in, players must put all chips that play into that pot.

OTHER STRUCTURES

HI-LO SPLIT

In Crazy Pineapple Hi-Lo Split, the best high hand splits the pot with the best low hand. In most games however, in order to win the low hand, the player must have an 8-low or better. This is said to be the "qualifier".

Most Crazy Pineapple Hi-Lo Split games utilize a kill or half-kill. A player winning the whole pot (scooping) will be obligated for a "kill" blind if the amount of the pot is more than a designated amount, or "qualifier". This qualifier is usually 20 times the minimum bet. The kill blind is twice the minimum bet and is last to act on the first round of betting. When a hand has a kill blind, all betting limits are doubled. A half kill is 1 1/2 times the minimum bet and all betting limits are 1 1/2 times more.

After the kill blind has acted, action proceeds to the kill blind's left.

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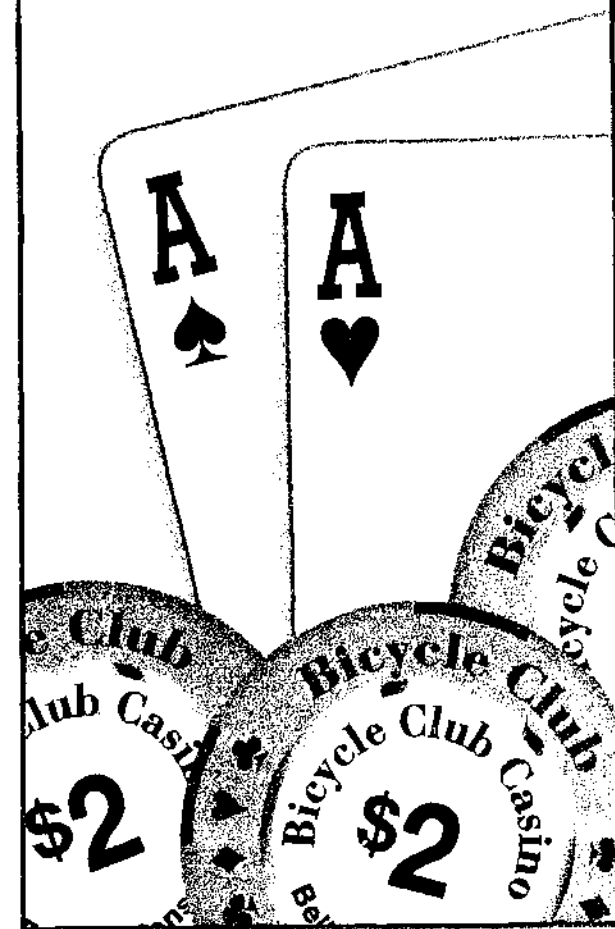
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RULES & INFORMATION

CRAZY PINEAPPLE



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hand, you will lose the entire pot including any additional calls you make.

- ♦ An all-in wager of less than half a bet does not re-open the betting for any player who was already acted and is in the pot for a previous bet. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- ♦ In the event of an all-in bet, a seven may call a short (less than half) all-in bet after the draw and win. If someone overcalls the short bet behind, they will receive their bet back. If the "seven" fulfills his obligation by making a full bet, all subsequent action will stand.
- ♦ When a player sits down, he has three options: (1) he may wait for his blind, (2) he may double-ante when he first sits down, or (3) he may kill it. (You may not kill in between blinds.)
- ♦ In this type of game, any player winning two consecutive pots must put in a blind twice as large as than the usual blind. This is called a kill. When a pot is killed, the betting limits before and after the draw are doubled. If the player who killed the pot wins again, then that player must kill it again (for the same amount as the previous hand). A walk on the second hand is not considered action. A pot is considered a walk if less than a full bet, not counting the prescribed blinds, is won.
- ♦ A marker (called a Kill Button) shall be supplied by the Bicycle Club Casino to indicate which player has won the previous pot. The winner shall keep this marker until the hand is completed. If the player who has the Kill Button wins a qualifying pot, that player must kill the next pot.
- ♦ The marker is neutral (belonging to no player) if: (1) it is the first hand of a new game, (2) the winner of the previous pot has quit the game, or (3) the previous pot was split.
- ♦ The Kill Button is neutral in all split pots. The Kill Button goes to the center if neither player involved in the split pot had the kill button the previous hand. If a player involved in a split had the kill button, that player retains the button with a leg up toward a kill. If a player involved in the split pot was the kill blind the previous pot, that player must kill the next pot.
- ♦ The kill is fast to act on the first round of betting. After the kill acts, action proceeds to the kill button's left.

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RULES & INFORMATION

LOWBALL



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LOWBALL

RULES AND INFORMATION

In California Lowball, the "worst" Poker hand wins. Straights and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and a 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest card not already present in the player's hand. Lowball games have two different types of betting structures. In games up to and including \$5-10 (also termed "five blind"), the betting is structured. There is an ante and a "blind" bet posted by the first player to the left of the Dealer Button. The blind bet is equal to the lower limit of the structure. Example: A \$5-10 Lowball game has one \$5 blind and applies toward the opening bet.

In higher limit games, there are three blinds. These are called straddle games. In a straddle game, the first player to act after the blinds must make a designated raise.

Example: In a "\$30 blind" game, the blinds are \$10, \$20, and \$30, but the next player must open the pot for \$60. The term used in a game where the players may enter the pot for the size of the biggest blind is called a "gypsy" bet.

DEUCES TO SEVEN LOWBALL

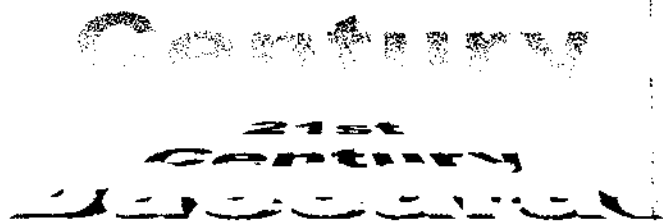
A game also known as Kansas City Lowball, in which straights and flushes do count against you, so that a sequence must be unconnected in order to qualify. Aces are high only, therefore the best hand is 2-3-4-5-7.

RULES FOR LOWBALL

- ♦ The best hand is 5-4-3-2-A. Straights and flushes do not count against your hand.
- ♦ The Joker is considered to be the lowest card not present in your hand.
- ♦ Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, a player having less than five cards in his hand may receive additional cards if the first player to act has not acted or has acted before the deal is completed. However, the dealer position may still receive their fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five card hand on the draw.
- ♦ If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.
- ♦ A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand by knocking, not knowing the pot has been raised, may still play his hand.
- ♦ You may change the number of cards you want to draw providing: (1) no cards have been dealt off the deck in response to your request; (2) no player has acted on their hand based on the number of cards you have requested.
- ♦ If the deck contains any irregular cards (i.e., duplicate cards or cards with different color backs), and the cards are discovered during the play of the hand, all hands are dead and all action is void. If an irregular card(s) is discovered in the stub, all action for that hand stands.
- ♦ If you are unaware that the pot has been raised or killed, and put in a lesser amount of chips or money, you may withdraw that money and reconsider your action before the draw. However, if it is a natural kill pot with the Button face up and the dealer has announced kill pot, and you put a lesser amount of money in the pot, you must complete the bet.
- ♦ After the draw, if unaware of a raise you may withdraw your money and reconsider your action.
- ♦ Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other players to foul their hand. The best remaining intact hand wins the pot.
- ♦ Cards speak: Cards speak for themselves. However, a verbal declaration in regards to a player's hand is binding. Example: if a player calls an "8", that player must produce at least an "8" low or better to win. If you miscalc your hand and cause another player to foul their hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalc hand occurs in a multi-handed pot, the miscalc hand is dead and the best remaining hand wins the pot. For your protection, always hold your hand until you see your opponent's cards.
- ♦ In multiple blind games, if a player leaves the table for any reason and the big blind passes that player's seat, upon returning, that player must wait for the big blind. This does not apply to a player who took all multiple blinds and moved seats, and is dealt the first available hand to which he is entitled.
- ♦ A player returning to the table wishing to kill the pot to receive a hand may do so provided no active player objects.
- ♦ Before the draw, exposed cards of seven and under must be taken. An exposed card higher than seven must be replaced after the deal has been completed.
- ♦ After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed cards will be replaced. All cards dealt off the table are treated as exposed cards.
- ♦ Half a blind or more constitutes a full blind.
- ♦ A player who has less than half a blind may receive a hand. The next player is then obligated to take the blind, and in the event the all-in player wins the pot or buys in again, he or she will then be obligated to fulfill their blind obligations.
- ♦ In a multiple blind game, a player must meet his blind obligation every round.
- ♦ If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any money on subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better

THE BICYCLE CASINO

21st



Face Up Version

OBJECTIVE OF THE GAME

- To achieve a hand with a point value of "9".

STRUCTURE OF THE GAME

- The game is played with 8 conventional decks, a total of 416 cards. No Joker is used.
- It is played with two to eight players.
- The value of each hand is determined by the sum of the combined cards: Ace has a value of "1", numbers 2 through 9 have face value, the number 10, Jack, Queen, and King have a value of "0".
- When combined cards have a total sum more than ten, the last digit of the total sum is deemed the value of the hand, i.e. $8+7=15=5$.

HOW TO PLAY?

- Each participant in the game must place a wager on either "Player/Dealer" or the "Player" position.
- Two hands of two cards each are dealt from the shoe. The two cards dealt on the House Dealer's right hand side is the Player's hand, and the two cards dealt on the House Dealer's left side is the Player/Dealer's hand.
- A third card may be required later for either hand.
- The House Dealer takes a collection from each player for every bet prior to the start of each game. Collection are collected and determined prior to the start of each round of play based on the table limits of the game.
- The House Dealer will move wagers for players who choose to hit on an optional hand for the player position.
- The house dealer will confirm with players that choose to hit or stand by moving their wagers from the hit to the stand position on all optional hands. The draw card for the Player's hand on all optional hands is a community card for all wagers that have been moved to the hit position.
- The hand with the highest point value wins.

RULES

- No player is allowed to place a bet on top of another player's wager.
- Once the first card comes out of the shoe, no more bets will be allowed.
- Players must not touch their wagers once the first card is out of the shoe.

Player/Dealer hand:

- The Player/Dealer hand wins all ties on "1" and "0" and pushes all ties.
- Player/Dealer must hit on 0, 1, 2, 3, 4, 5 and must stand on 6, 7, 8, 9.
- If the Player/Dealer and /or Player positions have a 9 on the first two cards, no further cards are drawn.

Player hand:

- Player must hit on 0, 1, 2, 3, 4 and stand on 7, 8, 9.
- 5 and 6 are optional hands for the player position.

Tie Bets

- Players may place a wager on the tie hand position after the player's cards have been dealt and before the Player/Dealer has checked his/her hold card. The House Dealer will determine if a tie bet may be wagered or not by following rules below.
- There will be no tie bets allowed if Players hand (total of two cards value) equals to Dealer's up card.
- There is no collection for tie bets.
- All winning tie bets will be paid 8:1 ratio.
- There is no back-line betting on tie bets.
- There will be no tie bets if Player has a two card 9.
- All tie bets will be returned if the Dealer has a two card 9.
- Only players with wager on the table may bet tie hand.
- Players may place a tie wager for each bet.

The Bicycle Casino
Asian Games Section Collection Rates

Gold/Dragon Room
Pan 9 Private Game Limit

<i>Limit</i>	<i>Up to 6 bets</i>	<i>Commissions (charge by corporation)</i>
\$25 - \$100	Max. - \$600	\$5 per \$100 \$10 per \$300
\$50 - \$300	Max. - \$1,800	\$10 per \$300
\$100 - \$500	Max. - \$3,000	\$20 per \$500 \$25 per \$1,000
\$100 - \$1,000	Max. - \$6,000	\$25 per \$1,000
\$300 - \$1,000	Max. - \$6,000	\$25 per \$1,000
Private Game	Max. - \$6,000	\$30 per \$1,000

Note:

On table #5, #6, #7, if the buy bets spread more than 1 spot will be charged differently.

Example: Game limit \$25 - \$100, Buy \$300 charge \$10

If spread to \$100 for each spot. then \$15 for \$300.

Exception: On table #2, if limit \$100-\$500, customer may spread any way they like.

Gold/Dragon Room
Pai Gow Poker Private Game Limit

<i>Limit</i>	<i>Up to 6 bets</i>	<i>Commissions (charge by corporation)</i>
\$100 - \$500	Max. - \$3,000	\$15 \$30 per \$1,000 (1 - 5 game)
\$300 - \$1,000	Max. - \$3,000	\$30

Super Pan 9 & Baccarat Private Game Limit

<i>Limit</i>	<i>Up to 6 bets</i>	<i>Commissions (charge by corporation)</i>
\$100 - \$500	Max. - \$3,000	\$15 \$30 per \$1,000 (1 - 5 game)
\$300 - \$1,000	Max. - \$3,000	\$30

The Bicycle Casino
Asian Games Section Collection Rates

Chinese Poker (13 Card Poker) Collection Rates

<i>Limit</i>	<i>Ante</i>	<i>Collection</i>
\$2	\$\$.50 per player	\$.50 per player per hand
\$3	\$.50 per player	\$.50 per player per hand
\$5	\$1 per player (<i>\$1 back to high hand at 3rd segment</i>)	\$.50 per player per hand
\$10	\$2 per player (<i>\$3 back to high hand 3rd segment</i>)	\$ 1 per player per hand
\$20	\$3 per player (<i>\$5 back to high hand 3rd segment</i>)	\$ 6 drop per hand
\$25	\$3 per player (<i>\$3 back to high hand 3rd segment</i>)	\$ 8 drop per hand
\$50		\$30 per player per hour (<i>Min. one hour pay in advance</i>)
\$100		\$40 per player per hour (<i>Min. one hour pay in advance</i>)
Above \$100		\$50 per player per hour (<i>Min. one hour pay in advance</i>)

**Chinese Poker (13 Card Poker) Modified Collection for
Heads-up 2 players for \$20K and \$25K games only**

<i>Limit</i>	<i>Ante</i>	<i>Collection</i>
\$20	\$2 per player	\$3 Drop per hand
\$25	\$3 per player (<i>\$1 back to high hand 3rd segment</i>)	\$4 Drop per hand

(*Additional \$1 per hand for Jackpot*)

The Bicycle Casino
Asian Games Section Collection Rates

Pai Gow Tiles Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 10 - \$ 100	\$ 2	\$1
\$ 25 - \$ 100	\$ 2	\$1
\$ 50 - \$ 200	\$ 3	\$2
\$ 50 - \$ 300	\$ 4	\$2
\$100 - \$ 500	\$ 5	\$3
\$100 - \$2,600	\$ 3	\$1 per \$100
\$500 - \$1,000	\$15	\$10
\$1,000 - \$2,000	\$25	\$20

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

The Bicycle Casino
Asian Games Section Collection Rates

No Bust Blackjack Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$2 - \$ 10	\$.50	\$.25
\$5 - \$ 50	\$1	\$.50
\$10 - \$ 100	\$2	\$1
\$25 - \$ 100	\$2	\$1
\$25 - \$ 200	\$3	\$2
\$50 - \$ 300	\$4	\$2
\$100 - \$ 500	\$5	\$3
\$100 - \$1,000	\$10	\$5
\$300 - \$1,000	\$10	\$5
\$500 - \$1,000	\$10	\$5
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

21st Century Baccarat Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 10 - \$ 100	\$ 2	\$1
\$ 25 - \$ 100	\$ 2	\$1
\$ 25 - \$ 200	\$ 3	\$2
\$ 50 - \$ 300	\$ 4	\$2
\$100 - \$ 500	\$ 5	\$3
\$100 - \$ 700	\$ 6	\$5
\$300 - \$ 700	\$ 6	\$5
\$300 - \$1,000	\$10	\$5
\$500 - \$1,000	\$10	\$5
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

The Bicycle Casino
Asian Games Section Collection Rates

Pai Gow Poker Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 10 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 200	\$ 3	\$ 2
\$ 50 - \$ 300	\$ 4	\$ 2
\$100 - \$ 500	\$ 5	\$ 3
\$100 - \$ 700	\$ 6	\$ 5
\$100 - \$1,000	\$10	\$ 5
\$200 - \$1,000	\$10	\$ 5
\$300 - \$1,000	\$10	\$ 5
\$300 - \$2,000	\$15	\$10
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

Super Pan 9 Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 5 - \$ 50	\$ 1	\$.50
\$ 10 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 200	\$ 3	\$ 2
\$ 50 - \$ 300	\$ 4	\$ 2
\$100 - \$ 500	\$ 5	\$ 3
\$100 - \$1,000	\$10	\$ 5
\$300 - \$1,000	\$10	\$ 5
\$500 - \$1,000	\$10	\$ 5
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

The Bicycle Casino

Lower Limit Collection Rates

Game/Limit	Jackpot	9 Players	8 Players	7 Players	6 Players	5 Players	4 Players	3 Players	Modified*
Hold 'em									
\$1-2 Limit	\$0.50	\$2.00	\$2.00	\$2.00	\$1.00	\$1.00	\$1.00	\$1.00	\$0.50
\$2-4 Limit	\$0.50	\$2.50	\$2.50	\$2.50	\$1.50	\$1.50	\$1.50	\$1.50	\$0.50
\$3-6 Limit	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00
\$4-8 Limit	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00
\$6-12 Limit	\$1.00	\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$2.00	\$1.00
\$8-16 Limit	\$1.00	\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$2.00	\$1.00
\$20 Buy-In	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$0.50
\$40 Buy-In	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00

Omaha Hi-Lo

\$1-2 Limit	\$0.50	\$2.00	\$2.00	\$2.00	\$1.00	\$1.00	\$1.00	\$1.00	\$0.50
\$2-4 Limit	\$0.50	\$2.50	\$2.50	\$2.50	\$1.50	\$1.50	\$1.50	\$1.50	\$0.50
\$3-6 Limit	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00
\$4-8 Limit	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00
\$6-12 Limit	\$1.00	\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$2.00	\$1.00
\$8-16 Limit	\$1.00	\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$2.00	\$1.00

Crazy Pineapple

\$1-2 Limit	\$0.50	\$2.00	\$2.00	\$2.00	\$1.00	\$1.00	\$1.00	\$1.00	\$0.50
\$2-4 Limit	\$0.50	\$2.50	\$2.50	\$2.50	\$1.50	\$1.50	\$1.50	\$1.50	\$0.50
\$3-6 Limit	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00
\$4-8 Limit	\$1.00	\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.50	\$1.00
\$6-12 Limit	\$1.00	\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$2.00	\$1.00
\$8-16 Limit	\$1.00	\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$2.00	\$1.00

Lowball

\$1-2 Limit	\$0.50		\$2.00	\$2.00	\$2.00	\$1.00	\$1.00	\$1.00	\$0.50
\$2-4 Limit	\$0.50		\$2.50	\$2.50	\$2.50	\$1.50	\$1.50	\$1.50	\$0.50
\$3-6 Limit	\$1.00		\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.00
\$4-8 Limit	\$1.00		\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.00
\$6-12 Limit	\$1.00		\$3.00	\$3.00	\$3.00	\$2.00	\$2.00	\$2.00	\$1.00
\$8-16 Limit	\$1.00		\$3.00	\$3.00	\$3.00	\$2.00	\$2.00	\$2.00	\$1.00

Stud

\$1-2 Limit	\$0.50		\$2.00	\$2.00	\$2.00	\$1.00	\$1.00	\$1.00	\$0.50
\$2-4 Limit	\$0.50		\$2.50	\$2.50	\$2.50	\$1.50	\$1.50	\$1.50	\$0.50
\$3-6 Limit	\$1.00		\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.00
\$4-8 Limit	\$1.00		\$3.00	\$3.00	\$3.00	\$1.50	\$1.50	\$1.50	\$1.00
\$6-12 Limit	\$1.00		\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$1.00
\$8-16 Limit	\$1.00		\$4.00	\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	\$1.00

Stud Hi-Lo

\$1-2 Limit	\$0.50		\$2.50	\$2.50	\$2.00	\$1.00	\$0.50	\$0.50	\$0.50
\$2-4 Limit	\$0.50		\$2.50	\$2.50	\$2.00	\$1.00	\$0.50	\$0.50	\$0.50
\$3-6 Limit	\$0.50		\$3.00	\$3.00	\$2.00	\$1.00	\$0.50	\$0.50	\$0.50
\$4-8 Limit	\$0.50		\$3.00	\$3.00	\$2.00	\$1.00	\$0.50	\$0.50	\$0.50
\$6-12 Limit	\$1.00		\$3.00	\$3.00	\$2.00	\$1.00	\$0.50	\$0.50	\$0.50
\$8-16 Limit	\$1.00		\$3.00	\$3.00	\$2.00	\$1.00	\$0.50	\$0.50	\$0.50

Pan

		7 Players	6 Players	5 Players	4 Players	3 Players	
1 Kondition		\$2.00	\$2.00	\$1.00	\$0.50	\$0.50	
2 Kondition		\$2.50	\$2.50	\$2.00	\$1.00	\$0.50	
3 Kondition		\$3.00	\$3.00	\$2.00	\$1.00	\$1.00	
5 Kondition		\$4.00	\$4.00	\$2.00	\$2.00	\$2.00	
10 Kondition	\$6 per Player per 1/2 hour	\$5.00	\$5.00	\$2.00	\$2.00	\$2.00	

* In Button games, if no Player enters the pot, the "modified" drop is taken from the small blind. In Stud-type games, if no Player calls the opening bet, the modified drop is taken from the antes.

Mexican Poker

Limit	Jackpot	Ante Per Player	7 Players	6 Players	5 Players	4 Players	3 Players	2 Players	Modified
\$1-2 Limit	\$0.50	\$0.50	\$2.00	\$2.00	\$2.00	\$1.00	\$1.00	\$1.00	\$0.50
\$2-4 Limit	\$0.50	\$0.50	\$2.50	\$2.50	\$2.50	\$1.50	\$1.50	\$1.50	\$0.50
\$4-8 Limit	\$1.00	\$0.50	\$3.00	\$3.00	\$3.00	\$2.00	\$2.00	\$2.00	\$1.00
\$6-12 Limit	\$1.00	\$1.00	\$3.00	\$3.00	\$3.00	\$2.00	\$2.00	\$2.00	\$1.00
\$100 NL	\$1.00	\$1.00	\$3.00	\$3.00	\$3.00	\$2.50	\$2.50	\$2.50	\$1.00
\$200 NL	\$1.00	\$5.00	\$3.00	\$3.00	\$3.00	\$2.50	\$2.50	\$2.50	\$1.00
\$500 NL	\$1.00	\$10.00	\$4.00	\$4.00	\$4.00	\$3.00	\$3.00	\$3.00	\$1.00
\$1,000 NL	\$1.00	\$25.00	\$4.00	\$4.00	\$4.00	\$3.00	\$3.00	\$3.00	\$1.00
\$5,000 NL	\$1.00	\$50.00	\$5.00	\$5.00	\$5.00	\$4.00	\$4.00	\$4.00	\$1.00

Blackjack \$2-10 Limits

	Jackpot & Wheel	Collection per Player
Player		\$0.25
Player/Dealer	\$0.50	\$0.50
Bonus	\$0.25	

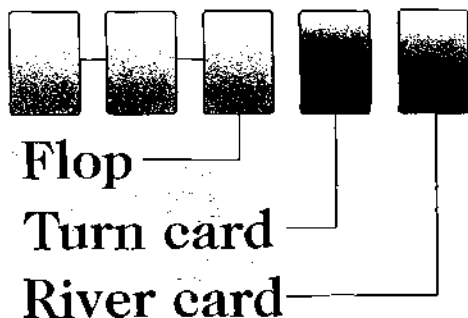
Caribbean Stud \$5-50 Limit

	Jackpot & Wheel	Collection per Player
Player		\$0.50
Player/Dealer	\$1.00	\$1.00
Bonus	\$0.50	

SECTION 2

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and his personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."



Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

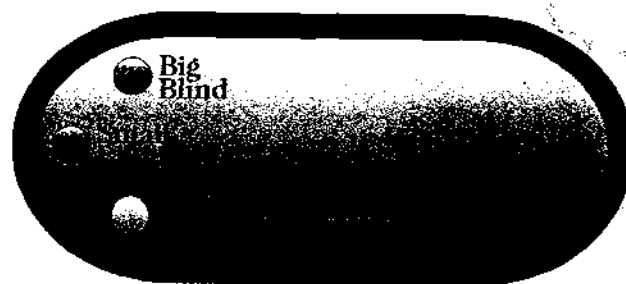
Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds will be adjusted accordingly.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games players must meet their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by



either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size

of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind or the dealer button has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind or moves away from button.
10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, the player may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.



Example of an excellent "board hand"

SECTION 3

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

SECTION 4

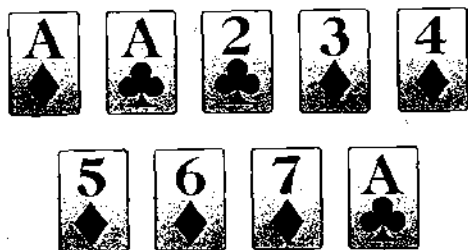
OMAHA HIGH-LOW SPLIT (8-or-better)

Rules of Omaha High-Low Split (8-or-better)

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).



2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole-cards with three boardcards.



5. All other Hold'em rules apply.

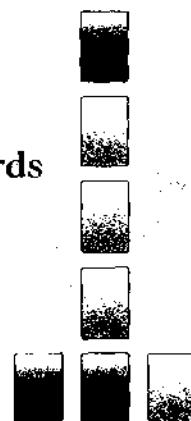
SECTION 5

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of increasing the smaller limit bet to the larger limit.

Up Cards

Hole Card



Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are then broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made,

then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straights or flushes.
6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If you fail to receive two down cards, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager. In all cases, the pot will play if there has been a raise, two or more players call the opening bet or all action is completed on that round.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand, after that round of betting has been concluded. The dealer then

reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.













13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards burned from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card faceup to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in. This decision must be made prior to any action on that round.
 - b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's

final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the upcards will start the action.

18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

What would you do?

Face Down	Face up	
 		Fold or Bet?
 		Fold or Bet?
 		Fold or Bet?
 		Fold or Bet?

SECTION 6

RAZZ

The lowest hand wins the pot. The format is similar to Seven-Card Stud High, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If

the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of facecards, which are never announced.
5. All Seven-Card Stud rules apply in Razz except as otherwise noted.

SECTION 7

7-SEVEN CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven Card Stud High-Low Split (8-or-better) is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.
 5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
 6. Splitting pots is only determined by the cards and not by agreement among players.
 7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
 8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
 9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better), except as otherwise noted.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
 4. The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck:



SECTION 8

MEXICAN POKER

Rules of Mexican Poker

1. The joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.
5. If the down card on the initial deal is "flashed" or inadvertently dealt up by the dealer, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The misdealt hand will be fouled.
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
7. If any card required to be dealt down on 3rd, 4th, or 5th street is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the "Joker" is inadvertently exposed, it will play as if it had been dealt face down—"wild" in all cases.

8. Because cards on 3rd, 4th or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
9. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
10. A card will be burned on each round, following the second round.
11. Check and raise is permitted.
12. All raises must be at least equal to the size of the last bet.
13. Cards speak—hold your hand until you are sure of what your opponent has.
14. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
15. No string bets or raises.
16. One short buy is allowed for every full buy-in.
17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
18. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
19. All players will act in turn. If a player checks, the player who checked first must show his hand first.
20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to it unless action has been taken behind this act.
21. All Bicycle Club rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

Ranking of Hands

FROM HIGHEST TO LOWEST

(Note—a Flush beats a Full House)

1. Five of a Kind
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Flush
6. Full House
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

Ace may be used as a "1" for a small Straight "A-2-3-4-5" Any hand may include the Joker.

SECTION 9

KILL POTS

In a game which requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.

Rules of Kill Pots:

1. In Lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if:
 - a. It is the first hand of a new game.
 - b. The winner of the previous pot has quit the game.
 - c. The previous pot was split and neither player had the kill button.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.
6. In Lowball, players may look at their first two cards and then occasionally decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.
7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action. If it is a required kill pot with the kill button faceup, you must complete the bet.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill the next available pot, provided no one objects.
9. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the

kill money is posted.

10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. After the killer acts, the action proceeds clockwise from the killer.
11. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

SECTION 11

NO-LIMIT AND POT-LIMIT POKER

No-limit Rules

All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section.

1. There is no maximum number of raises in any betting round.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. However, Player

A can raise after Player C goes all in because he was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.

4. A wager is not binding until the chips are actually released into the pot.
 5. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
 6. Since no-limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
 7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
 8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.
 9. The casino does not condone "insurance" or any other "proposition" wagers. The Management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.
- Note: For those special rules that apply only to no-limit and pot-limit Lowball, see the section at the end of Section 8 Lowball.

Pot-limit Rules

The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.

10. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
11. In pot-limit hold'em and pot-limit Omaha, a player can open for any amount up to four times the size of the

big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of the smallest chip used in the game.

12. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
13. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
14. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
15. In pot-limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if all other players just call the straddle.

SECTION 12

"NO BUST" BLACKJACK

Rules of "No Bust" Blackjack

1. If a player's total is more than a Natural and the Player/Dealer's total is less than a Natural, the Player/Dealer wins.
2. If a player's total is a Natural or less and the Player/Dealer's total is more than a natural, the player wins.
3. If the player's and the Player/Dealer's total are both below a Natural:
 - a. the hand closest to a natural wins.

"Natural"



b. it is a push (tie) if the player's total is the same as Player/Dealer's total.

4. If the player's and the Player/Dealer's total are both above a Natural:
 - a. Player/Dealer is closer to Natural, Player/Dealer wins
 - b. Player closer to a Natural, it is a push (tie)
 - c. Player and player/dealer both have same value, player/dealer wins.
5. If the Player and Player/Dealer both have "Natural" it is a push.
6. If the Player/Dealer up card is a "Joker" there is no draw for players but one additional card will be dealt to the Player/Dealer position to determine the first action.
7. "Joker" with any card is a hard "21" players may not draw any card.
8. A "Natural" hand beats all other hands. A "Natural" consists of: • Two Jokers
9. If the player/dealer's second card is a "Joker", all double down & split wagers will not receive action.

Double-Down, Split and Surrender

1. Players may double-down on any two cards and receive one draw card (exception Soft or Hard 20 and 21).
2. Players may split any pair or any two cards of 10-point value and receive multiple draw cards (with the exception of Aces).
3. When splitting aces the player will receive only one draw card for each Ace.
4. Players may double down after a split.
5. Player may surrender on first two cards and forfeit half of their wager.

6. Joker-Joker gets paid 2 to 1 (Player position only). All of the above do not apply to a hand with a Joker. Additional house rules may apply. *Splitting is permitted up to Three additional hands totaling Four hands. All payoffs are made to the extent that money covers. (In Double Deck games, only one split is allowed totaling two hands) *All Double Down and Split must be in equal chip value.
7. Player/Dealer must stand on Hard 17 or more and hit on Soft 17 or less.
8. Player must stand on "Natural", Soft or Hard 21 and Soft or Hard 20.
9. Player must hit on 11 or less.
10. Player has option from 12 through 19.

SECTION 13

PAN

The game is played using eight decks with all eights, nines and tens removed. The deck is stripped of one complete set of spades. There are 310 total cards in play. Aces are always low; there are no jokers.

Object

Players strive to "meld" eleven cards in valid sets of three or more cards. There are two kinds of melds.

Rope: Examples: A*2*3*4*5* or J*Q*K*. Ropes must be of matching suits

Square: Examples: 4*4*4*, 7*7*7*, or J*J*J*. Squares consisting of the ranks 2, 3, 4, 5, 6, 7, Jack or Queen must be either all cards of different suits or all of the same suit. Squares consisting of Kings or Aces qualify regardless of suit.

Konditions

Certain spreads have value and are called

"Konditions". The player laying down a Kondition can collect chips from each active player by asking for the correct value of the meld.

Any set of 3's, 5's, 7's (Valle Cards) unsuited:
1 chip

Any set of 3's, 5's, 7's suited:
2 chips
4 chips (if in Spades)

Any set of suited cards (2*2*2*):
1 chip
2 chips (if in Spades)

Any sequence of A, 2, 3 in the same suit:
1 chip
2 chips (if in Spades)

Any sequence of K, Q, J in the same suit:
1 chip
2 chips (if in Spades)

TOPS

The tops are the equivalent of antes in poker, and players try to win these payments from other players when laying down melds that constitute a "Pay Kondition".

Order of deal

The deal is counterclockwise. Players are dealt 10 cards in two sets of five. They are responsible for counting the number of cards they are dealt. If they detect an error, they must place the incorrect number of cards facedown and the dealer will extract or replace to make the hand have the 10 cards. Boxed cards do not play at any time. If you continue playing with the wrong number of cards, your hand is defective and fouled. You must then return any money paid to you and continue to pay the other active players until the hand is over. This penalty applies if you placed a plucked (drawn from the deck) card into your hand.

Cards must be drawn and placed up on the table immediately. The winner of the previous hand gets dealt to first. The first player is entitled to two plucks

from the deck and the second player only has the use of the second card (unless there are only two players in the hand). Everyone then has one pluck from the deck; they must be able to use that card with spreads on the board or discard it. The next player may have the use of a discarded plucked card, or choose not to use it and to pluck from the deck.

A player may not use a card that has come out of another player's hand. You must receive a card that creates or extends a meld before laying it or other melds on the table.

Advice

Once a player has entered into a game of Pan, he or she cannot fold as in poker. Players must continue until the hand is completed or they are out of chips, so it is very important to go in with a strong hand.

Having cards that are related to each other is a very important factor in evaluating a hand. These closely related cards will give you a greater chance to improve your hand. An ideal playable hand should include at least one Pay Kondition and no more than three discards. Also to be taken into consideration is position in relation to the number of players declared and undeclared in the hand.

Other rules

When playing down a Pay Kondition, a player must ask for the correct "pay" before discarding or wait until receiving another card that creates action and then ask for the "pay". You can "force" unwanted cards that you pluck from the deck on the player to your right. When a card is forced, the player receiving it can only discard. Any other player in the hand can force a card with the exception of the person who discarded it, but this must be done before the third action.

If a player lays down a bad Kondition, that player must make it "good" before discarding or that hand is fouled if detected.

Name of Game: "Fast 9"

Description of Rules of Game:

The object of "Fast 9" is for a player to add the value of his or her cards and get as close to 9 as possible and to have a higher total than that of the Player/Dealer. When the total of the cards equals 10 or more, only the right-hand digit is considered. Face cards have a value of 0, aces have a value of 1 and all other cards have the value shown. The deck used for Fast 9 has 288 cards. The deck is comprised of eight standard decks with all sevens, eights, nines and tens removed. This game is substantially similar to the game Pan 9, which has been approved for play by the Division of Gambling Control and is currently being offered at The Bicycle Casino. The only difference is that when the designated Player/Dealer's first three cards have a total of zero (0), the Player/Dealer cannot draw a fourth card and the payoff will be as follows:

Designated Player	All Other Players
3 cards which total zero (0) No hit	Wins with 7, 8 or 9
3 cards which total zero (0) No hit	Wins half of bet with a 6
3 cards which total zero (0) No hit	Pushes with 5, 4, 3, 2, 1 or 0

When the Designated player's initial three cards total 1, 2, 3, 4, 5, or 6, the Designated Player has the option to hit or stand. When the Designated Player's initial three cards total 7, 8 or 9, the Designated Player must stand.

The settlement of wagers begins with the action button position and moves in a clockwise direction. All hands will be exposed. No player may win or lose more money than was actually wagered.

These are the only modification to the existing and approved Pan 9 game that makes Fast 9 different. This proposed game is very similar to the existing game of Pan 9. Accordingly, we will utilize existing Pan 9 tables and no different equipment will be necessary.

It is our understanding that this game has been approved for play and is currently being spread at Casino San Pablo and Artichoke Joe's Casino.

How to Play...



SIMPLE 5 CARD, FACE-UP STUD POKER

Trips is played using an ante (fee to play the game) and fixed bet* with a standard 52 card deck plus 2 Joker wild cards. The object of the game is to win the entire rollover pot with the best 5 card poker hand of "Trips" (3 of a kind) or better. A hand with 3-of-a-kind or better is called a qualified hand.

WINNER EVERY ROUND!

If there is no rollover pot winning hand (3 of-a-kind or better) the best regular high poker hand will win a percentage of the rollover pot at the end of the round with the pot remainder rolling over to the next round.

PLACE YOUR BETS... YOU'RE IN!

At the beginning of each 5 card round a player simply places the appropriate ante (fee to play) and Blind (1st fixed bet) in the ante and main bet circles. When an ante or bet is placed, the idle screen automatically changes to an active player screen and prompts the player to place any missing ante or bet. When both are placed, a graphic saying "You're In" is displayed. When all players are in, the dealer locks in the bets and a "No More Bets!" graphic appears on each active screen. The dealer collects the antes (fees) and moves all bets to the rollover pot circle. The rollover pot total is displayed on all active player screens.

DEAL THE CARDS!

The first two cards are dealt to each active player. Each player's full size cards are displayed in the top half of the screen and all other active player cards are displayed in miniature in the lower half of the screen.

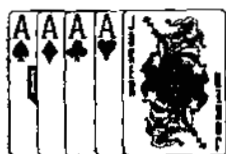
BET OR FOLD!

Player now has a choice to "Bet or Fold". A player wishing to fold simply does not place a bet. Players wishing to receive

another card place another bet equal to their first bet. No ante is required. The dealer locks in the bets and moves all bets to the rollover pot circle and an additional card is dealt. The sequence is repeated until all 5 cards have been dealt. At the end of the round if no player has a qualified high hand (3 of-a-kind or better) the player with the best 5 card high hand will win a percentage of the rollover pot. The game continues and a new 5 card round will begin. The balance of the rollover pot remains and continues to grow until there is a qualified Trips winner (3 of-a-kind or better). The game is not over until the rollover pot is won. Players must ante and place their first bet at the beginning of each round to continue playing for the rollover pot, but may fold anytime after the first two cards. Trips does not offer an "all-in option. Any player's inability to bet (out of chips) will result in a mandatory fold.

*Casino sets the fee and fixed bet amounts.

WILD CARDS



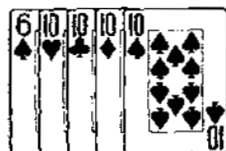
5 OF A KIND



ROYAL FLUSH



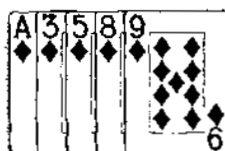
STRAIGHT FLUSH



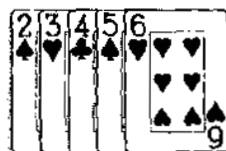
4 OF A KIND



FULL HOUSE



FLUSH



STRAIGHT



3 OF A KIND (TRIPS)

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SWEEPSTAKES POKERSM

(HOLD'EM) GAME RULES

- ❖ All players place an **ante** and a **bet**.
- ❖ Everyone is dealt a **two-card Hold'em hand**. A three-card flop, that belongs equally to all players, is spread in the center of the table.
- ❖ All players have the option, at this time, to place an **additional bet**. All hands are placed face down next to their bets.
- ❖ The house dealer turns up two additional community cards in the center of the table.
- ❖ The **Action hand** is determined by using the **numerical value** of the cards exposed in the center of the table.
- ❖ All hands with an additional bet are opened. The best hand wins all the optional bets plus the ante bets. If there were no additional bets, the player with the dealer button wins the antes.
- ❖ **The action hand wins a wager** every time it is compared to a lower-ranking hand in clockwise rotation.
- ❖ If there is a **tie**, the bet is a push. The current action hand is compared to the next action hand.
- ❖ **The action hand loses a wager** and is finished when it is compared to a higher hand. The winning hand becomes the new action hand.
- ❖ The remaining hands are opened until all hands get action. **Players are allowed to win bet after bet until a stronger hand is opened.**
- ❖ A house collection is taken from antes on each hand as per a designated collection schedule.

THE BICYCLE CASINO[®]

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The Bicycle Casino reserves the right to cancel or modify this promotion at its sole discretion. All promotions and jackpots: no purchase necessary.

The Bicycle Casino's

L.A. Hold'em Poker Game

SUMMARY OF THE GAME

Based on customer demand and industry trends, The Bicycle Casino proposes to offer a modified version of the traditional Hold'em poker game entitled "L.A. Hold'em." The game currently has a 'patent pending' at the U.S. Patent Office. (Refer to Exhibit A.) There is currently no written agreement with the games inventor, Vasil Chobanian and The Bicycle Casino. We are in negotiations with Mr Chobanian and when an agreement is reached, the contract will be forwarded for review to the Division.

The game is very similar to the traditional Hold'em poker game in every aspect except for the final round of play. The game is dealt with a standard 52-card deck and standard poker rankings are used with the best hand possible being a 'Royal Flush'. The difference between standard Hold'em and L.A. Hold'em is in the dealing and play of the last card, commonly referred to as "fifth street" or the "river card". In the standard Hold'em game, the river card is displayed on the "community board of cards and all players have the option of using that card to make their best five card poker hand. In L.A. Hold'em, the river card is not placed with the community cards but is actually dealt to each player in the game. This gives the player three cards in their hand and four on the community board. The player retains the option of using any combination of cards to make their best possible five card poker hand.

All rules and procedures that apply to the standard Hold'em poker game including the movement of the dealer button, posting of blinds, cards dealt, collection of table fees and jackpot collections, and determining and paying winners are the same as Hold'em poker game already approved by the Division.

Third Party Provider of Provider of Proposition Player Services (TPPPS) as defined in section 19984 of the California Business and Professions Code (Gambling Control Act), do not participate in this game within their capacity.

ROUND OF PLAY

1. A minimum of two and a maximum of nine players can participate in the game.
2. A licensed and professional dealer deals the cards on a traditional poker table which seats up to nine players who sit around the oval shaped table.
3. A traditional 52 card deck is used.
4. The game starts when the "dealer" button is placed in front of a player seated at the table. The player to the immediate left of the player with the dealer button will post the "small blind" and the player next to that player will post the "big blind". These are required wagers which each player will

make in a clockwise rotation. This rotation will move after each hand is completed. The table collection fee will be taken from the small and big blind.

5. After the blinds are posted, two cards will be dealt face down (one at a time) to each participating player starting first from the player who posted the small blind and ending with the player with the "dealer" button.

6. After the two down cards are dealt, a round of wagering will begin left of the player who posted the big blind and continuing in a clockwise manner, where it ends at the player with the big blind. As with the standard Hold'em poker game, a player can do one of the following when it is their turn:

- a. Check: This allows a player to waive the right to initiate the betting in a round of play but allows them to retain the right to act if another player initiates a wager.
- b. Wager: Placing a predetermined amount of money (casino chips) in the pot during a round of play.
- c. Raise: To call a previous wager while making an additional wager simultaneously.
- d. Fold: To throw a hand away and relinquish all interest in the pot of that particular hand.

7. After the first round of wagering has been completed, the dealer will "burn" the top card of the deck by placing it face down near the pot. The dealer will then turn up the next three (3) cards from the top of the deck. This is commonly referred to as the "flop". The flop will be placed in the middle of the gaming table and are used as community cards (which mean the players can use these cards in any combination with the cards in their hands to make the best possible five-card poker hand). A round of wagering takes place after the flop.

8. Once the second round of wagering is completed, the dealer will then burn another card and then place a fourth card, commonly referred to as "fourth street" or the "turn card" on the table next to the flop cards. A round of wagering takes place as described previously.

9. Once the wagering is completed, the dealer will burn another card from the top of the deck and then deal a single card face down to each remaining player following the same order as described in section number five. A final round of wagering will take place.

10. A player will utilize any combination of cards in their hands and community cards to make the highest five card poker hand.

11. The winning player's hand will be turned over so all players can verify the hand as well as to allow surveillance cameras to record the hand in case of a dispute.

12. The winning player will be awarded all chips in the pot, minus those that are taken for the table collection fees.

13. In the event of a tie, all players with a winning hand will share in an equal amount of the pot.

14. All cards will be collected by the dealer and shuffled for the next round of play. The dealer button will be moved to the next occupied seat to the left (clockwise) of the player who previously had the button.

RULES OF THE GAME

1. At least two players must participate and up to a maximum of nine per game.
2. The dealer button will rotate in a clockwise manner after each round of play.
3. The first player to the immediate left of the player with the dealer button will post the small blind.
4. The first player to the immediate left of the player posting the small blind will post the big blind.
5. No players will communicate their cards to any players or other persons near the table.
6. Once a player throws in their cards, they give up the right to play in that particular round of play.
7. No cash will be played during the game. Only Bicycle Casino chips will be used.
8. All disputes will be settled by a floorperson who may use surveillance tapes to assist in any determination of the outcome of a game.

Pan-9 Jokers Wild

SUMMARY OF THE GAME

Based on customer demand and industry standards, The Bicycle Casino proposes to modify the existing Pan 9 game by adding a Joker to each deck and calling the game, 'Pan-9 Jokers Wild'. The game will be played in a similar manner to the currently offered Pan 9. The difference is that a Joker will be added to each deck and will represent a true wild card. This means that no matter what other cards the player has been dealt, if they have a Joker their hand automatically becomes a total of 9. The existing Pan 9 game will still be offered. Each Pan 9 table will be clearly marked with table signs as well as lighted signs above the table advising the patrons of which game is offered.

All rules and standards that apply to the current Pan 9 game will remain the same including the rotation of the Player/Dealer position, placement of wagers, collection of table fees and Jackpot collection, dealing of cards, placement of the action button and the reading of the hands.

There is a Jackpot element attached to this game which will function in the same manner that the current California Jackpot Games (for California and Asian games) that the Division of Gambling Control (Division) approved earlier this year. The Jackpot collection, administrative fees, payout of winners, and accounting procedures will not change from the California Jackpot Games. The only change will be in the Qualifying Hand.

Third Party Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) participate in this game within their official capacity.

ROUND OF PLAY

1. A minimum of two and a maximum of eight players can participate in the game.
2. A licensed and professional dealer deals the cards on a Blackjack style table.
3. A traditional 52 card deck is used with all 7's, 8's, 9's, and 10's are removed, leaving 36 cards per deck. One Joker will be added to each modified deck. A minimum of eight and maximum of twelve card decks are used in the game. The cards are dealt from a shoe or shuffling machine.
4. At the start of the game, a Player/Dealer is designated by placing a "bank" button in front of their seat position. The rotation of the Player/Dealer position will rotate in a clockwise manner around the table. One player can be the Player/Dealer for a maximum of two consecutive hands in the game. The game will break if no other player accepts the Player/Dealer position when it is rotated after a round of play.
5. After the Player/Dealer is selected, wagers will be placed by players. Along with the wagers, the players and Player/Dealer will post the collection fee and the Jackpot collection. The dealer will collect the collection fees and deposit them in the appropriate locked drop box.
6. The dealer will pass the dice cup to the Player/Dealer who will shake it and pass it back to the dealer. The dealer will state, "no more bets" and then open the top of the dice cup and total the number of the dice.
7. The dealer will take an action button and place it on the seat position corresponding with the total number of the dice.
8. The dealer will then deal a total of three cards to all players and the Player/Dealer. The cards will be dealt one at a time to each seated position starting at the action button and continuing in a clockwise manner around the table.
9. The Player/Dealer's three cards will be placed in front of the dealer.
10. All players will look at their cards and will add them up, with the goal of getting as close to nine. All players have the option of receiving a fourth card or keeping their original three cards.
11. If a player or the Player/Dealer is dealt a Joker, the total of their cards will automatically equal nine.

12. If a player elects to receive an additional card, the dealer will place the additional card in front of the player's seated position face down. The player is not allowed to look at this card.
13. After all players have set their hands; the dealer will place the Player/Dealer's cards face up on the table. If the Player/Dealer's cards total zero through four, they must be dealt another card. If the Player/Dealer is dealt cards totaling five or six, they have the option of standing or drawing an additional card. If the Player/Dealer's cards total seven through nine, the hand must stand.
14. After the Player/Dealer's hand is set, the dealer will turn up all the player's cards, starting from the seat where the action button is located. All card totals will be compared to the Player/Dealer. The Player/Dealer will pay all winners and collect from all losers.
15. All cards will be collected and placed in a discard box, and a new round begins.

RULES OF THE GAME

1. The Player/Dealer position will rotate in a systematic and continuous manner in a clockwise manner around the table.
2. All participants must abide by the published rules.
3. No players may exchange cards between themselves.
4. The Player/Dealer must abide by the following house rules as they pertain to drawing an additional card:
 - a) Must accept a card when the total is zero through four.
 - b) Has the option of drawing a card when the total is five or six.
 - b) Must stand when the total is seven through nine.
5. The Joker is a true "wild card" and makes all hand an automatic nine. This remains true even if the participant receives more than one Joker.
6. If a Player/Dealer and a player receive a Joker(s), their hand will be considered a "push" or tie.
7. All hands that equal the same number between a player and Player/Dealer are considered a push or tie.
8. The Player/Dealer will win on all ties of zero and one.

9. No cash will be played on the table in a live game.
10. No free collection button or courtesy button will be used if a player does not receive action on a particular hand.
11. All cards will be dealt from a "shoe" of eight to twelve modified decks of cards.
12. The value of the cards is as follows:
- | | |
|-------|----------------|
| 2 = 2 | 6 = 6 |
| 3 = 3 | Face cards = 0 |
| 4 = 4 | Ace = 1 |
| 5 = 5 | |
13. The value of each hand is the total of the cards with only the first digit being counted. As an example, if the cards total 18, only the last number will be counted for a sum of 8.

COLLECTION SCHEDULE

Table Limit	Player	Player/Dealer	Jackpot
\$5 - \$25	\$.50	\$1	\$1
\$10 - \$100	\$1	\$2	\$1
\$25 - \$100	\$1	\$2	\$1
\$25 - \$200	\$2	\$3	\$1
\$50 - \$300	\$2	\$4	\$1
\$100 - \$500	\$3	\$5	\$1
\$100 - \$1,000	\$5	\$10	\$1
\$300 - \$1,000	\$5	\$10	\$1
\$500 - \$1,000	\$5	\$10	\$1

ASIAN 5-CARD STUD

Asian Five-Card Stud is played with a "stripped" standard 52 card deck. The 2's, 3's, 4's, 5's and 6's are removed, leaving 32 cards.

To receive a hand, each player places a collection in front of him in the playing area. The cards are dealt clockwise beginning to the left of the Dealer button. This button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards (4 face up and 1 face down).

After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card making a forced opening bet to start the action. The third card is dealt face up and a betting round begins starting with the highest hand face up on the table. The next two rounds are dealt following the same format. The player with the best ranking hand wins the pot. Each round has prescribed betting structures that are listed below.

RANKING OF HANDS—HIGHEST TO LOWEST

(Remember, a Flush beats a Full House)

1	Royal Flush	6	Straight
2	Straight Flush	7	Three-of-a-Kind
3	Four-of-a-Kind	8	Two Pair
4	Flush	9	One Pair
5	Full House	10	High Card

Ace may be used as a 6 for a small Straight "A,7,8,9,10"

RULES FOR ASIAN 5-CARD STUD

- 1) All cards 2 through 6 are removed from a regular 52 card deck. No Jokers.
- 2) The player with the highest card clockwise of the dealer button will have a mandatory opening bet. This is a "Live bet". This player may raise if anyone else fails to do so.
- 3) The highest hand will start the action on all following rounds. When there are two hands of equal value, the hand closest to the dealer acts first.
- 4) If the down card (second card) is exposed by the House dealer, that player will receive his next card down.
- 5) If a player exposes a card, it is not considered an exposed card and he will be required to play it.
- 6) Starting after the second card, a card will be burned on each round.
- 7) Check and raise is permitted.
- 8) All raises must be at least equal to the size of the last bet.
- 9) English only will be permitted while the hand is in play.
- 10) Cards speak—hold your hand until you are sure of what your opponent has.
- 11) Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
- 12) No string bets or raises.
- 13) One short buy is allowed for every full buy-in (1 full, 1 short, 1 full) etc.
- 14) Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.
- 15) If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
- 16) No rabbit hunting is allowed. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

- 17) All players will act in turn. If a player checks, the player who checked first must show his hand first.
- 18) A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise, he will not be held to that unless action has been taken behind this act.
- 19) All Bicycle Club Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

GAME INFORMATION

Limit	Buy-in	Ante	Collection
\$2 to \$20	\$40	\$.50	\$2.50
\$4 to \$40	\$80	\$1.00	\$3.00
\$5 to \$50	\$100	\$2.00	\$5.00 <i>per player</i>
\$10 to \$100	\$200	\$3.00	\$5.00 <i>per player</i> + \$1.00
No Limit	\$100	\$2.00	\$5.00 <i>per player</i>
No Limit	\$500	\$6.00	\$1.00 <i>per player</i>

Asian 5 CARD Stud

32 Card Deck



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GAME STRUCTURE

Limit	Opening Bet	Player May Raise	3rd Card	4th Card	5th Card
\$2 to \$20	\$2	\$2.	\$2 to \$8	\$2 to \$12	\$2 to \$20
\$4 to \$40	\$4	\$4	\$4 to \$16	\$4 to \$24	\$4 to \$40
\$5 to \$50	\$5	\$5 or \$10	\$5 to \$20	\$5 to \$30	\$5 to \$50
\$10 to \$100	\$10	\$10 or \$20	\$10 to \$40	\$10 to \$60	\$10 to \$100
No Limit	\$5	No Limit	No Limit	No Limit	No Limit
No Limit	\$10.	No Limit	No Limit	No Limit	No Limit

Caribbean Stud Poker

Pair-Up Version

SUMMARY

The game is played on a blackjack-like table with up to eight spots. A standard 52-card is used. In front of each player's position, there are two betting spots. "ANTE & BET". Players must place an ANTE prior to receiving their cards. Each player will receive five cards. The Player/Dealer will receive four faced down cards and one faced up card. The Player/Dealer's last card is used for determining where the action button is placed. Players will examine their hands and decide whether to fold or call. Players may fold and forfeit their entire ANTE. Otherwise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The Player/Dealer hand must qualify to play. If the Player/Dealer does not have an Ace-King or higher, they do not qualify and the hand is over. In cases where all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The Player/Dealer's hand must have at least an Ace/King to "qualify."

- If the Player/Dealer's hand does not qualify, the player wins the ANTE bet even if the player's hand is lower than the Player/Dealer's hand.
- If the Player/Dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the Player/Dealer's hand. If the Player/Dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the Player/Dealer's hand qualifies and the player's hand is better than the Player/Dealer's hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the Player/Dealer's hand qualifies and the player and the Player/Dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

- In addition to ANTE bet player has an option to place a wager on the "Pair-Up" Bonus bet. If there is no ANTE bet no one can wager on the optional Pair-Up bonus bet.

BASIC RULES & PROCEDURE

ANTE & CALL BET

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game is played on a Blackjack style 8 handed table.
- 4) At the start of the game, the Player/Dealer position will be offered to players from seat # 1.
- 5) Third Party Provider of Proposition Players allowed by law are permitted to play and hold the Player/Dealer position in rotation with other players..
- 6) Backline betting is allowed. Each seat has three betting circle for the ANTE bet. The game is played eight handed.

ROUND OF PLAY

- 7) Players choose their spots around a high, Blackjack style table. The casino dealer takes collection based on the table limit. Players post an ANTE wager in accordance with table limits. Cards are dealt clock-wise starting from the first active position from the Player/Dealer.
- 8) Each player's and the Player/Dealer's final hand will be composed of five cards. The players will receive five cards face down. The Player/Dealer will receive five cards face down. The casino dealer will turn the Player/Dealers' top card face up.
- 9) Players must place the ANTE bet prior to receiving their cards.

- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or
 - b) Call with a back *Call Bet* twice the *Ante*.
- 11) The Player/Dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the Player/Dealer hand does not qualify, the player wins the *Ante* bet even if the player's hand is lower than the Player/Dealer's hand .
- 12) If the Player/Dealer's hand does not qualify with an Ace/ King , the *Call Bet* wager will be a push (tie) and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player's five-card hand is then compared with the Player/Dealer's five-card hand. The highest ranking poker hand wins.
- 15) There is no draw or discard for all hands.
- 16) If a player receives no action, no rebate, refund in any form will be given to the players.
- 17) If the player/dealer hand qualifies all identical hands are a push (tie).
- 18) The hand ranking of Caribbean Stud Poker is identical to all 52 card poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
- 19) Wagers are collected or paid, to the extent that the Player/Dealer's wagers covers in this order on every seat in the following order:
 - Front bet (*Ante*)
 - Back bet (*Call Bet*)
- 19) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

BASIC RULES & PROCEDURE

PAIR UP Bonus Bet

- 1-All players have an option to place a wager on the PAIR UP Bonus Bet in addition to the ANTE bet at the same time.
- 2- Players must place a separate collection for this bet. The minimum and maximum and the collection rate is exactly identical to the ANTE bet.
- 3-Players may forfeit the hand and still be paid for their PAIR UP Bonus Bet according to the pay chart.

PAIR UP Bonus Bet Schedule

Hand	Pay-Out on PAIR UP Bonus Bet
• 6-6 through 2-2	push

• Pair of 7 or higher	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	4 to 1
• Flush	5 to 1
• Full house	7 to 1
• Four of a kind	20 to 1
• Straight flush	50 to 1
• Royal Flush	100 to 1

PLAYER/DEALER Procedures

The Player/Dealer position rotates in a systematic and continuous manner so the deal does not constantly remain with a single person for multiple hands, thus avoiding a banked game. The person in Player/Dealer position may not act as Player/Dealer position more than two consecutive times

There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that Player/Dealer wagers covers. The game will be broken if at least one other intervening player at the table does not accept the deal when offered. If a player receives no action, no rebate, refund, in any form will be given to the player. Player/Dealer are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including the Player/Dealer must post the required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand. The collection rate is predetermined and not based on the action or any percentage of the amount wagered, won or lost.

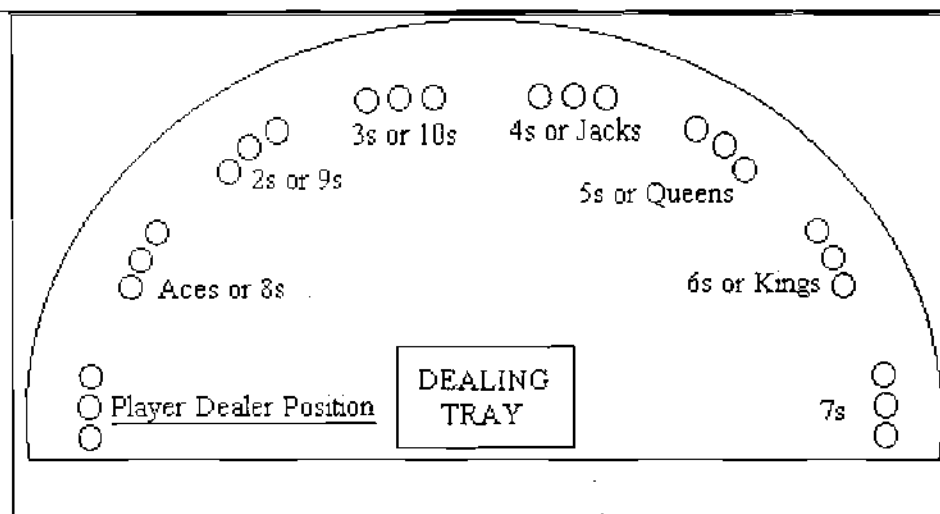
Table Limits	Player/Dealer	Player
\$5- \$50	\$1	50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

Action Button

The Player/Dealer will receive five cards face down. After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The Player/Dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER	IS REPRESENTED BY
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks

6	5s or Queens
7	6s or King
8	7s



21st CENTURY BLACKJACK

SECOND EDITION

OBJECT OF THE GAME

The object of Bust version of -21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total; two suited aces are “Natural ”. This hand pays 2 to 1.
- A “Natural ” beats all other hands.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two suited aces dealt as the first two cards is the best possible hand and is also known as a “Natural ”.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

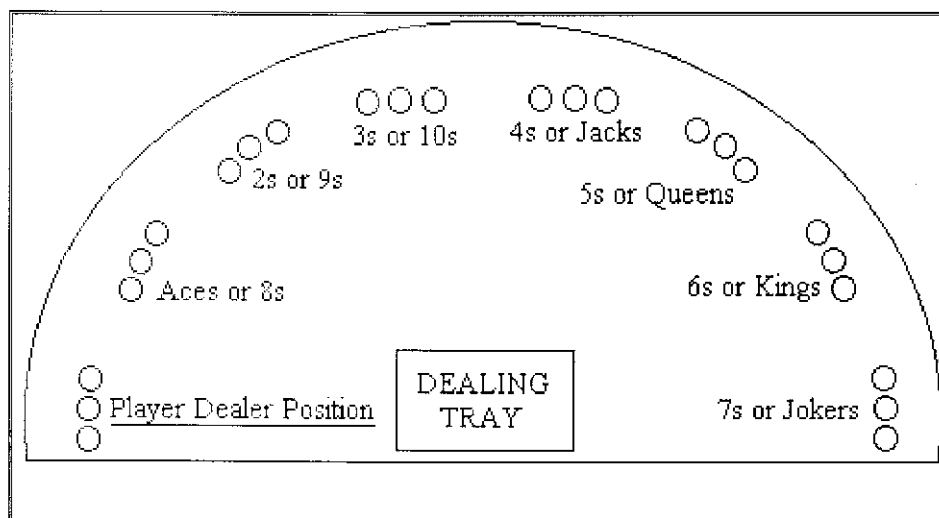
ROUND OF PLAY

1. This version of 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52-card deck. The game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

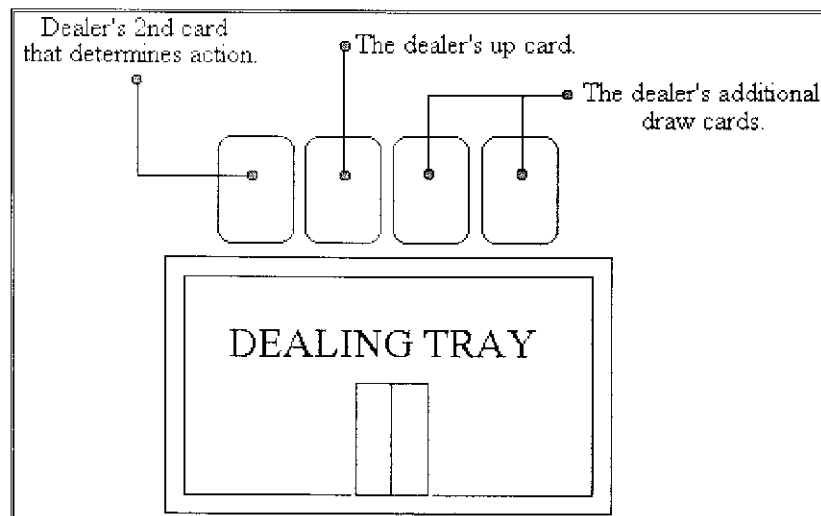
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft & Hard 20</u> <u>Soft & Hard 21</u> <u>21</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A " Natural " (the first two cards dealt are any suited aces) is the best possible hand. If the player and the Player/Dealer's hands are both any " natural ", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is 21.
3. If a player's total is less than a "21" and the Player/Dealer's total is more than a "21", the player wins the hand.
4. If a player's total is less than a " 21" and the Player/Dealer's hand is less than a " 21", the hand closest to a " 21" wins.
5. If a player and the Player/Dealer have the same total and it is less than a " 21, the hand is a push or tie, and no action is taken on the wager.
- 6- If a player's hand is more than a " 21", the player will lose automatically.
7. The game options include a) players winning on tie hands over 21 b) players pushes on tie hands over 21
8. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
9. Backline betting is allowed; subject to local ordinance or code.
10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

No Bust – 21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them or any two aces unsuited.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

There is no extra collection fee taken by the casino on any double-down or split executed by a player,
"Natural" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **Oliver v. County of Los Angeles** (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

SCHEDULE OF TABLE LIMITS AND COLLECTIONS FOR TRIPS

Players may not enter in the middle of rounds. They must wait until a qualifying hand is produced.

\$2 TABLE LIMIT		
\$2 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	50¢	Each Player
2nd	\$0	n/a
3rd	\$2	Pot
4th	\$2	Pot
5th & More	\$0	n/a

\$3 TABLE LIMIT		
\$3 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$1	Each Player
2nd	n/a	n/a
3rd	\$3	Pot
4th	\$3	Pot
5th & More	n/a	n/a

\$5 TABLE LIMIT		
\$5 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$1	Each Player
2nd	n/a	n/a
3rd	\$5	Pot
4th	\$5	Pot
5th & More	n/a	n/a

\$10 TABLE LIMIT		
\$10 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$2	Each Player
2nd	n/a	n/a
3rd	\$7	Pot
4th	\$7	Pot
5th & More	n/a	n/a

\$25 TABLE LIMIT		
\$ 25 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$3	Each Player
2nd	n/a	n/a
3rd	\$10	Pot
4th	\$10	Pot
5th & More	n/a	n/a

Section 3

PAI GOW POKER

1. The seated player has the first option of being the Player/Dealer on his/her seat. If there was no wager on that seat during the previous hand, no one may be the Player/Dealer on that seat.
2. A player has a FOUL hand if:
 - a. The two card hand is stronger than the five-card hand, or
 - b. The player does not have two cards in the front hand, or
 - c. The player does not have five cards in the back hand.
3. All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way."

4. There are two different versions of Pai Gow Poker
 - a. The Joker is wild.
 - b. The Joker may be used as an Ace or to complete a Straight or as the highest unmatched card in a Flush.
5. A boxed card or an exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
6. A misdeal will be declared if
 - a. a Joker or Ace is boxed or exposed, or
 - b. if two or more cards are boxed or exposed.
 - c. if the first card off the deck is exposed.
 - d. if two identical cards are turned up.
 - e. If a foreign card is found in the deck.

7. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. After the Player/Dealer's hand is opened and set, the hand will be opened and set per "House Way" guidelines. Players are not allowed to look at the hand(s) if he/she request to play the hand "House Way." Once the player has already looked at the hand(s) then he/she must set the hands.
8. No wager can be removed until all hands are opened.
9. Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
10. The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.

11. The Player/Dealer's hand is not set until he/she has signified his final decision in an obvious manner to the House Supervisor.
12. If it is discovered that the House Supervisor did not show all options to the Player/Dealer, the hand will be reset the "House Way" before the third hand is exposed.
13. New set-ups may be requested after two rounds. Player/Dealer may ask the House Supervisor for an extra shuffle.
14. Only the Player/Dealer may request a change of deck.
15. A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
16. In the high limit games the seated player may not object to other players being the Player/Dealer on their seat if they choose not to be the Player/Dealer, provided there was a wager the previous hand.

17. If the house supervisor delivered the first action hand to the wrong spot:
 - a. If it is discovered before the dice cup is closed then correcting it by delivering the hand to the correct spot(s) (providing no one has looked at the player/dealer's hand.)
 - b. If it is discovered after the dice cup is closed the hands must play.
18. In the "Joker Wild" version, if the two card hand (front) consists of a "Joker", it will automatically play as a "Pair"

The following chart demonstrates The Bicycle Casino's House Way:

Pai Gow Poker House way for "Joker" Fully Wild

Hand	How to Play	Example
No Pair No Straight No Flush	Put highest and 3rd highest cards in the front. Use the Joker with the second highest card as a pair in the back.	A♥ Q♣ Jok K♣ 7♠ 4♦ 3♥
Straight or Flush with One Pair	Use the Joker with the highest non-paired card to make a pair and play the hand Pair-Pair	Jok Q♣ K♣ K♥ 10♥ 9♥ 3♥
Straight or Flush with No Pair	Refer to Joker Not Wild House Way	
One Pair	Use the Joker with the highest non-paired card to make a Pair. Play the Hand Pair-Pair.	Jok 9♦ Q♦ Q♣ 7♠ 5♣ 2♠
Two Pairs	If your highest non-pair card is 3 ranks higher than your bigger Pair, use the Joker with it in front and play two pairs behind. Otherwise put the higher pair in the front and use the Joker with the smaller Pair behind to make a Three-of-a-kind.	Jok 9♠ 6♠ 6♥ 4♠ 4♠ 2♥ 6♠ 6♦ Jok 4♥ 4♠ 7♠ 2♦

Pai Gow Poker **House way for "Joker" Fully Wild**

Hand	How to Play	Example
Three Pairs	Highest Pair in the front and other two Pairs and Joker in the back.	J♦ J♣ Jok 10♠ 10♦ 4♥ 4♣
Three-of-a-kind	Put the Joker with the highest single card in the front. Keep the "Trips" in the back.	Jok 7♦ Q♠ Q♦ Q♥ 5♥ 2♠
Full House	If the non-pair card is three ranks higher than the pair, use the Joker in front and play Full House behind. Otherwise, put the pair in the front and Four-of-a-kind behind.	10♦ Jok 2♦ 2♠ 5♦ 5♥ 5♠ 5♠ 5♦ 2♦ 2♥ 2♠ 4♥ Jok
Straight or Flush with two Pairs	Play according to two Pairs	J♥ J♠ Jok 9♥ 9♠ 8♥ 7♥
Five-of-a-kind	The Joker with the highest card in the front and four-of-a-kind in the back.	J♠ Jok Q♠ Q♦ Q♥ Q♣ 7♦
Five-of-a-kind with a pair	Play highest possible pair in front	Jok K♥ K♦ K♠ K♣ 2♦ 2♥ J♦ J♥ Jok 8♦ 8♥ 8♠ 8♣

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9.

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

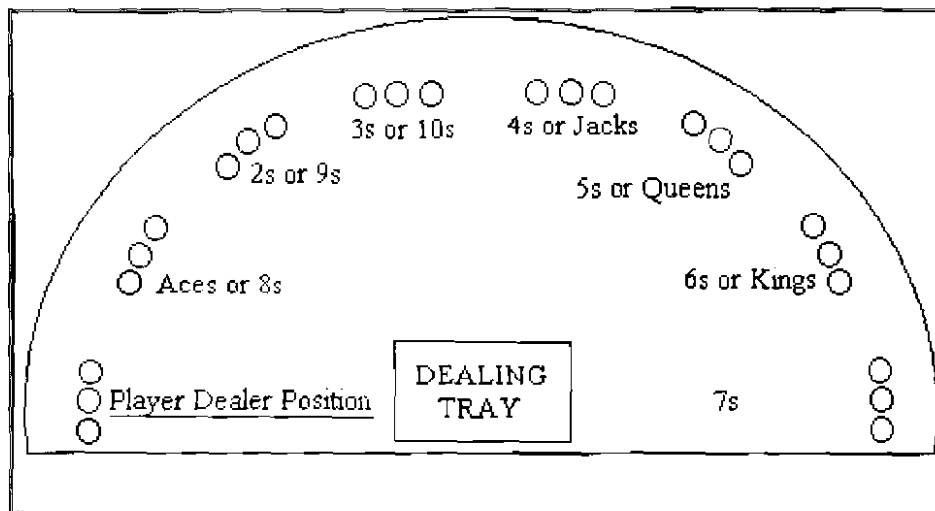
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

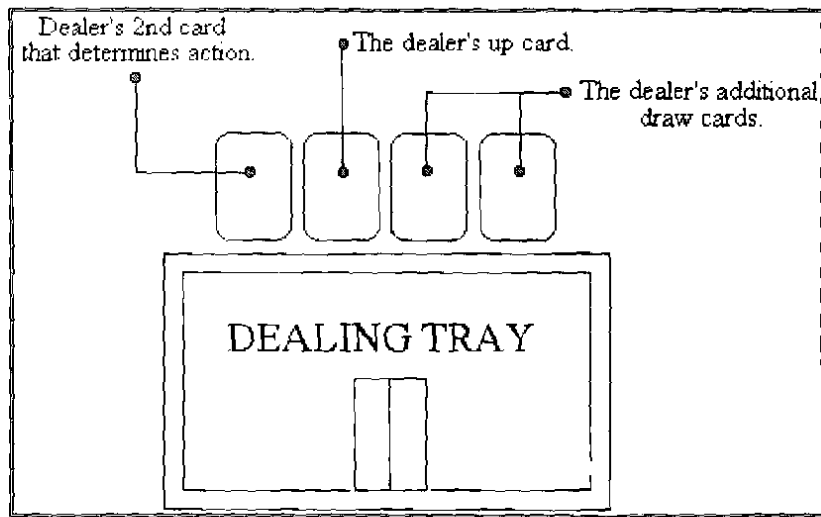
Rules For Player		
Must Stand On	Must Hit On	Have Option On
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.)



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural " (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural , " the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
 - a. If the Player/Dealer is closer to a "natural , " the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural , " the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

- **SPLIT**

- Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

- **SURRENDER**

- Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.

- **ODDS**

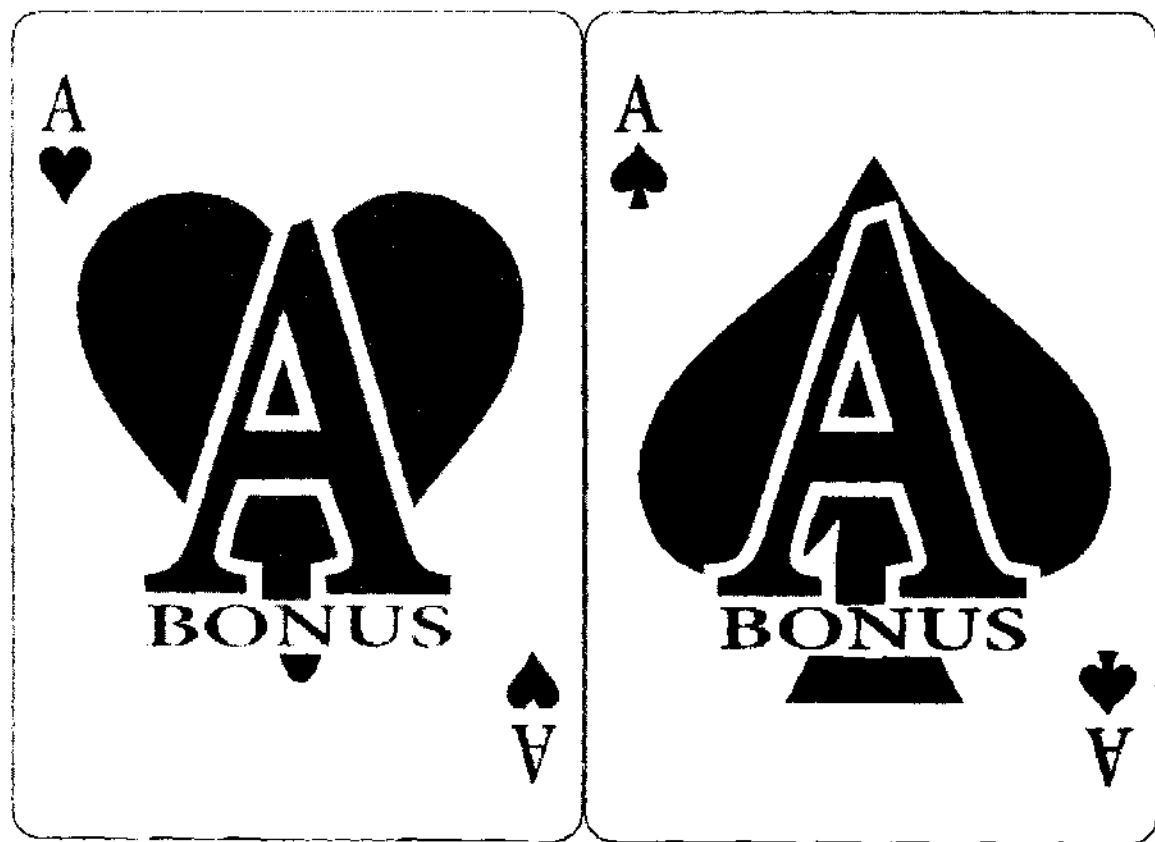
- Any Natural hand pays 6 to 5

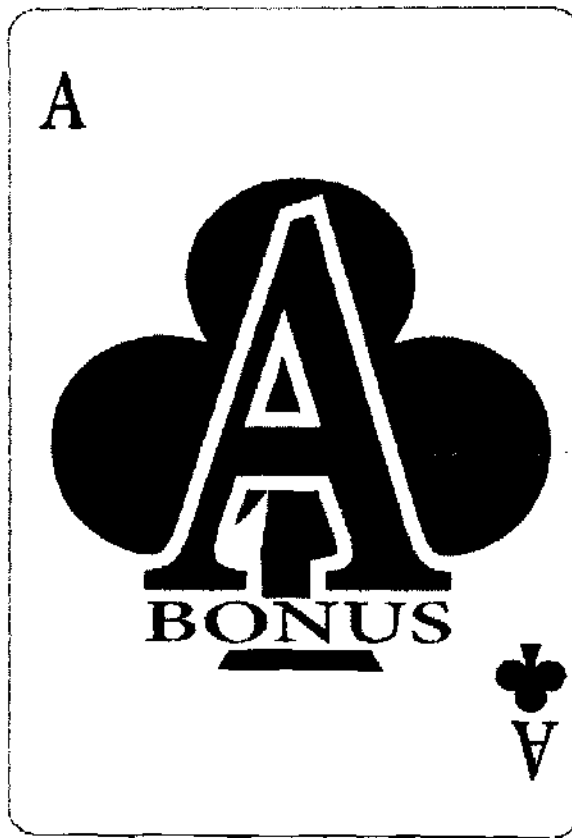
- **INSURANCE**

- When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Bonus Ace'





LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
\$2 - \$20	\$1	\$0.50
\$10-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3

The Bicycle Casino's 'Hold 'em Mexicana'

SUMMARY

Hold'em Mexicana poker is similar to the traditional Texas Hold'em poker game and is played with a standard deck of cards "stripped" to 41 cards. The 8's, 9's and 10's are removed, and a Joker is added. If the Joker is held by any player, it can be used as a wild card.

To receive a hand, each player posts a collection (forced) when they have the small or big blind. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete. Each player receives two hole cards. A round of betting occurs in which a player make check, bet, raise, or fold. After the round is completed the casino dealer deals three community cards; players bet; the dealer deals the 4th card; players bet, then the final card or the "river" is dealt and the final round of betting occurs. Winner(s) are determined and awarded the pot.

THE PRIZE

The player who has the highest ranking five card hand wins the game. In the case of a tie, the pot is divided equally and the players are awarded the pot.

All wagers are made in a clockwise manner beginning with the player to the left of the dealer button. The collection (which is pre-determined and fixed) is taken from the blinds.

UNIQUE RULE

The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck: "4-5-6-7-J" "5-6-7-J-Q" "6-7J-Q-K" "7-J-Q-K-A"

RANKING OF HANDS

The ranking of hands from highest to lowest (Flush beats a Full House)

1. Five of a Kind
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Flush
6. Full House
7. Straight

Ace, 2, 3, 4, 5/ 2,3,4,5,6,/3,4,5,6,7/4,5,6,7,J/5,6,7,J,Q/6,7,J,Q,K
/7,J,Q,K, Ace

8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

COLLECTION SCHEDULE/WAGERING LIMITS

<u>Game Limit</u>	<u>Small Blind</u>	<u>Big Blind</u>	<u>Jackpot</u>
2/4	\$1	\$2	\$1
3/6	\$1	\$2	\$1
4/8	\$2	\$3	\$1
6/12	\$2	\$3	\$1
8/16	\$3	\$4	\$1
10/20	\$3	\$4	\$1
No Limit	\$2	\$4	\$1

ROUND OF PLAY

1. The small and big blind are posted.
2. The dealer deals two cards (hole cards) face down to each player starting at the person left of the dealer button.
3. Each player starting to the first person to the left of the dealer button must place a wager, raise, or fold. The small and big blind may raise as well.
4. After the first round of wagering is complete, the dealer burns a card and then flops three community cards.
5. A second round of betting is completed and the dealers deals a fourth card.
6. A third round of betting is completed and the dealers deals the final card (River card) and a final round of betting is completed.
7. All players still participating in the hand shows their hands and the player with the highest ranking hand wins the pot. In the case of a tie, the pot is split between the winners.

Three Card Poker

OBJECT OF THE GAME

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

- Ranking of Hands:
 - Straight flush
 - Three of a kind
 - Straight
 - Flush
 - Pair
 - High card

ROUND OF PLAY

1. Three Card Poker is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to seven players, plus a player/dealer. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.
6. Once players inspect their hand, they have two options:
 - a. Fold the hand and forfeit the Ante; or
 - b. Stay in the game by making a Play bet; this bet must equal the Ante.
7. The player/dealer must qualify to play with a minimum Queen-high.
 - a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the ones not surrendered by folding, i.e. even money.
 - c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.

Three Card Poker

- i. If the player's hand beats the player/dealer's, the player wins even money.
 - ii. If the player/dealer's hand beats the player's, the player loses.
8. All bets receive action to the extent that the player/dealer wager covers.
9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

Bonus Bet

1. A \$5.00 Bonus Bet collection must be placed on the Bonus Bet spot to qualify for Bonus Jackpot Bet pay. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bets must equal but not exceed the Ante to qualify for the payoff.
3. There is no additional fee for this wager.
4. Bonus Bets pay as follows:
 - a. Royal Flush 200:1
 - b. Straight Flush 40:1
 - c. Three of a Kind 30:1
 - d. Straight 6:1
 - e. Flush 3:1
 - f. One Pair 1:1

Glossary

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional jackpot bet for players who placed an ante bet and paid collection.
See Bonus Bet pay chart above.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

Play wager: If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.

Three Card Poker

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Three Card Poker

COLLECTION RATES & LIMITS OFFERED

Table Limit/Spot \$2-\$50 \$300 max/seat

Player Collection per Spot

\$2 to \$4	\$0.25
\$5 to \$50	\$0.50

Player/Dealer Collection

When Total Bets => \$51	\$1.00
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Table Limit/Spot \$5-\$50 \$600 max/seat

Player Collection per Spot

\$5 to \$50	\$0.50
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Player/Dealer Collection

When Total Bets \$51 ⇔ \$100	\$1.00
When Total Bets => \$101	\$2.00

Table Limit/Spot \$10-\$100 \$1,000 max/seat

Player Collection per Spot

\$10 to \$100	\$1.00
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Player/Dealer Collection

When Total Bets \$51 ⇔ \$100	\$1.00
When Total Bets => \$101	\$2.00

Table Limit/Spot \$50-\$300 \$2,000 max/seat

Player Collection per Spot

\$50 to \$300	\$2.00
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Player/Dealer Collection

When Total Bets \$101 ⇔ \$500	\$3.00
When Total Bets => \$501	\$5.00

‘Reverse Bet Pai Gow Tiles’

SUMMARY

Reverse Bet Pai Gow Tiles is a new game that utilizes the base game of traditional Pai Gow Tiles (PGT) with an added betting feature where the player can place an additional wager called a reverse bet. The game has a U.S. patent pending.

All wagers require a fixed and posted collection which is collected by the licensed gambling establishment (herein referred to as the “House”).

RANKING OF HANDS

1 . Teen 12 / Day 2	Three	Mix 5	Chong 6 / Red 6	Play 7, 9
2 . Teen 12	Day 2	Bon 4 / Gor 4	Chong 6 / Red 6	Play 6, high 8
3 . Teen 12 / Day 2	Mix 5	Chong 6	Red 6	Play 1, high 8
4 . Teen 12 / Day 2	Mix 5	Mooy 10	Red 10	Play Nothing, 7
5 . Teen 12 / Day 2	Chong 6 / Red 6	Mooy 10 / Red 10	Foo 11	Play 3, 6
6 . Teen 12	Day 2	Mooy 10 / Red 10	Foo 11	Play high 2, 3
7 . Three / Low 6	Gor 4	Bon 4	Mix 5	Play high 7, 9
8 . Three / Low 6	Gor 4 / Bon 4	Chong 6 / Red 6	Red 7 / Mix 7	Play 3, 7
9 . Three / Low 6	Mix 5	Chong 6	Red 7 / Mix 7	Play 3, 8
10 . Three / Low 6	Chong 6	Red 6	Red 7 / Mix 7	Play high 3, 9
11 . Three / Low 6	Chong 6	Red 6	Foo 11	Play 7, high 9
12 . Gor 4	Bon 4	Mix 5	Yun 8	Play 3, 8
13 . Gor 4	Bon 4	Mix 5	Mix 8	Play 2, high 9
14 . Gor 4	Bon 4	Mix 5	Red 7 / Mix 7	Play 1, high 9
15 . Gor 4	Bon 4	Mix 5	Mix 9	Play 4, 8
16 . Gor 4	Bon 4	Mooy 10	Foo 11	Play 4, high 5
17 . Gor 4	Bon 4	Red 10	Foo 11	Play high 4, 5
18 . Gor 4	Chong 6 / Red 6	Yun 8	Mix 8	Play 2, high 4
19 . Bon 4	Chong 6 / Red 6	Yun 8	Mix 8	Play high 2, 4
20 . Gor 4	Red 7 / Mix 7	Yun 8	Mix 8	Play 2, high 5
21 . Bon 4	Red 7 / Mix 7	Yun 8	Mix 8	Play high 2, 5
22 . Gor 4	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 3, 5

Bicycle Casino
Reverse Bet Pai Gow Tiles

23	. Bon 4	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 1, 7
24	. Mix 5	Mooy 10	Red 10	Foo 11	Play Mooy 1, 5
25	. Chong 6 / Mix 6	Red 7 / Mix 7	Yun 8	Mix 8	Play high 4, 5
26	. Chong 6 / Mix 6	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 5, 5 Play Chong 6, Mooy 7/8/9
27	. Chong 6	Either 7 / Mix 8 or 9	Mooy 10	Red 10	
28	. Chong 6 / Mix 6	Yun 8 / Mix 8	Moon 10 / Red 10	Foo 11	Play 7, 8
29	. Red 7 / Mix 7	Yun 8	Mix 8	Mix 9	Play 6, 6
30	. Red 7 / Mix 7	Yun 8	Mooy 10	Foo 11	Play 7, 9
31	. Red 7 / Mix 7	Yun 8	Red 10	Foo 11	Play 8, 8
32	. Red 7 / Mix 7	Mix 8	Mooy 10 / Red 10	Foo 11	Play 8, 8
33	. Red 7	Mix 7	Mooy 10	Red 10	Play 7, 7
34	. Red 7	Mix 7	Mooy 10 / Red 10	Foo 11	Play 7, 8
35	. Pair of Yun 8s		Mix 9	Foo 11	Play 7, 9
36	. Pair of Yun 8s		Mooy 10	Red 10	Play 8, 8
37	. Pair of Mix 7s		Mooy 10	Red 10	Play 7, 7
38	. Pair of Mix 7s		Mooy 10 / Red 10	Foo 11	Play 7, 8
39	. Pair of Mix 8s		Mix 9	Foo 11	Play 7, 9
40	. Pair of Mix 8s		Mooy 10	Red 10	Play 8, 8
41	. Pair of Mix 9s		Mooy 10	Red 10	Play 9, 9 Play 4, 4 / 4, 5 / 4, 6
42	. Teen 12	Day 2	Mooy 10 / Red 10	Any 4 / 5 / 6	
43	. Chong 6	Red 6	Mix 5	Foo 11	Play 1, Chong 7
44	. Red 7	Red 6	Mix 5	Foo 11	Play 1, 8
45	. Chong 6	Red 6	Bon 4 / Gor 4	Foo 11	Play Nothing, 7
46	. Ping 10	Foo 11	Mix 8	Yun 8	Play 8, Yun 9
47	. Bon 4	Red 6	Red 7 / Mix 7	Foo 11	Play Nothing, 8
48	. Bon 4	Red 6	Red 7 / Mix 7	Red 10 / Mooy 10	Play Nothing, 7
49	. Mooy 10	Yun 8	Red 7 / Mix 7	Foo 11	Play 7, 9
50	. Red 6	Chong 6	Mix 5	Red 10 / Mooy 10	Play 2, 5

COLLECTION SCHEDULE/WAGERING LIMITS

Table Limit	Wager	Player	Player/Dealer
\$50- No Limit	\$50-\$500	\$1	\$3
	\$501-\$1,000	\$2	\$3
	\$1,001-no limit	\$3	\$3
\$100- No Limit	\$100-\$1,000	\$2	\$6
	\$1,001-\$2,000	\$4	\$6
	\$2,001-no limit	\$6	\$6
\$200- No Limit	\$200-\$1,500	\$3	\$9
	\$1,501-\$3,000	\$6	\$9
	\$3,001-no limit	\$9	\$9
\$300- No Limit	\$300-\$2,000	\$5	\$15
	\$2,001-\$4,000	\$10	\$15
	\$4,001-no limit	\$15	\$15

ROUND OF PLAY

1. A Player/Dealer is selected. The Player/Dealer will “bank” the game for two hands and then the position will be rotated in a systematic and counter-clockwise fashion around the table. If there is no intervening bank the game will be broken.
2. Once the Player/dealer is selected, they will place their wager and the players will do the same. The base wagers will be placed in front of the seated players position and the reverse bets will be placed in front of the dealer or floorperson’s position (there will be a dealer and floorperson monitoring the game at all times.)
3. Once wagers and collections are set, the dealer will shuffle the tiles and deal four (4) of them to each player. The Player/Dealer’s tiles will be kept in front of the House dealer with the white dealer button placed on top of them.
4. The House dealer will collect all fee collections and drop them in the attached and secured drop box.
5. The players will set their tiles and the Player/Dealer will set theirs. All hands will then be compared to that of the Player/Dealers. All winners will be paid by the player/dealer position and all losers will be paid to the Player/Dealer to the extent that the money covers.

6. After the base hands are paid off, the House dealer will then pay off the reverse bets. All winners will be paid by the player/dealer position and all losers will be paid to the Player/Dealer to the extent that the money covers.
7. The players may decide to place a reverse bet when they wish to bet with the Player/Dealer. (This is the same betting procedure as is currently approved by the Division and offered at numerous cardrooms-21st Century Baccarat.) The wager is made via the marked reverse bet area located in front of the floorperson position.
8. The wager is made prior to the tiles being dealt and are not based on any percentages. The wager will follow the posted and pre-approved wagering limits and collection rates.

JACKPOT RULES

There is no jackpot attached to this specific game.

GLOSSARY

Reverse Bet A wager that the player may make when they feel the Player/Dealer position may win the hand. (This is the same as wagering on the “player” or “bank” position in 21st Century Baccarat.)

The reverse bet allows a player to wager on the “bank” position as in 21st Century Baccarat. Often players will feel that the Player/Dealer position will prevail and this feature allows the player to make the wager when they do not hold the Player/Dealer position. The player, as in 21st century Baccarat will monitor the play and the hands (or tiles in this situation) and find that it is more advantageous to use the history of the play and choose the position that will prevail for that particular hand.

As in Baccarat, they will utilize a card to track hands and outcomes to further add to the skill element. This arguably gives the player who takes the reverse bet a better wagering position than the Player/Dealer who is limited to decision making and is somewhat at the mercy of other players as they set their hands (tiles).

SECTION III – GAME INFORMATION/SPECIFICS

1. Name of the controlled game.

FastDeal Poker - Texas Hold 'Em

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

Please see attached literature.

3. A detailed description of the rules of the controlled game must be attached; to be included:

a. Standards of play

Note: All references to cards, chips, and other traditionally physical elements of the game are handled electronically.

This type of Poker is based on standard 5 card poker hands. These hands are ranked in order of the difficulty in achieving these specific combinations of cards.

Cards from a standard 52-card playing deck are numbered 2-10, J, Q, K, A, from lowest to highest value. Each card also has one of four different "suits" -- hearts (h), clubs (c), spades (s), and diamonds (d).

Specific combinations of these cards represent the Poker Hands, and are listed here in descending order of rank:

Royal Flush – 10 through Ace, of the same suit
Straight Flush – 5 Consecutive ranks, same suit
Four of a Kind – Four cards of the same rank
Full House - Three of the same rank accompanied by a pair
Flush – Five cards of the same suit
Straight – Five consecutive ranks
Three of a kind - Three cards of the same rank
Two Pair - Two Pair of cards with the same rank
Pair- Single pair of cards with the same rank
High card- Highest card in rank out of all hands shown

Examples:

Royal Flush:	10s-Js-Qs-Ks-As
Straight Flush:	2h-3h-4h-5h-6h
Four of a Kind:	As-Ac-Ah-Ad-X
Full House:	As-Ac-Ah-10h-10c
Flush:	2c-5c-9c-Ac-Jc
Straight:	2s-3d-4h-5c-6s
Three of a kind:	9h-9s-9c-X-X

Two Pair:	AS-Ah-Jc-Jh-X
One Pair:	Kh-Ks-X-X-X
High Card:	As-Kh-2c-Qs-3d

X = any card

Texas Hold'Em Rules

- The game involves a table of 2 to 10 players. One player is designated the "dealer" (or "button"). Play starts to the left of the "dealer", and continues in a clock-wise order.
- After each hand, the "dealer" designation moves one position to the left. So every player at the table has his fair share as "dealer". Note: in a casino, there is a Casino employee who physically deals the cards... but this naming convention remains to allow everyone to have a fair turn in the "dealer" position. The "dealer" position is advantageous because that player is the last to act during betting. Everyone else must either bet or fold before the "dealer" has to act.
- Each player is dealt two cards face down. These are the player's private cards and should not be shown to anyone else. Each player looks at their cards and a round of betting ensues. As always, play starts to the left of the dealer and each player can "bet", "raise", check or "fold" depending on how strong they feel their cards are.
- If a player "raises" by increasing the bet, then subsequent players must either match that raise ("call") or fold (put down their cards). This way, everyone still playing (i.e. hasn't folded) has contributed an equal amount of money to the "pot".
- The Flop
 - Once the initial round of betting has finished, the top card on the deck is "burned" or discarded, then three cards are dealt from the deck face-up in the center of the table. These three cards are known as "The Flop" and represent community cards shared by everyone at the table. At this point, each player has a 5- card hand comprised of two private cards and the three community cards.

Another round of betting/raising/checking/folding ensues.

- The Turn
 - After everyone has acted on their hands, another card is burned then a 4th community card is dealt -- called "The Turn".

Another round of betting/raising/checking/folding ensues

- The River
 - After all players have acted on their hands, another card is burned and then a final community card is dealt -- called "The River". A final round of betting/raising/checking/folding ensues. And once this is complete, players reveal their two private cards.
 - The player with the best possible 5-card hand out of their set of cards is the winner and wins the money from the pot. If at any point during the betting rounds described above, only one person remains betting, while all other people have folded, then that one person wins the pot by default.
 - Side pots are formed when one or more players are all in. and their table balances do not cover the bet and are paid accordingly.
 - Split Pots are pots that are divided among players, because of a tie for the best hand and are paid accordingly

Blinds:

One additional rule that helps keep the game moving is the concept of "Blinds". The two players to the left of the dealer are known as the small and big blinds, respectively. These two players must put money into the pot before they see their first two cards (hence the name "blind").

The small blind has to post 1/2 of the minimum bet at the table, while the big blind has to post chips equal to the minimum bet.

b. Is a "Standard" 52-card deck or other type of card deck used?

A standard 52-card is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure all electronically dealt cards are sufficiently randomized. The RNG Certification Document is attached as Addendum I to this document.

c. Describe dealing procedures.

A FastDeal table dealing procedure is exactly the same as a live table; it just does everything in a computerized, electronic format. Each player is electronically dealt two cards face down to their private LCD screen. By touching the screen over the cards, the player can look at their personal (hole) cards and a round of betting ensues. As with a live game, the "deal" is rotated around the table. A small white "button" with the letter "D" on it denotes the current dealer and is clearly visible on the community screen. Action before the "Flop" is started by the small and the big blinds just like in a live game. Play always starts to the left of the current "dealer"

and each player can "bet", "raise", check or "fold" depending on how strong they feel their cards are.

If a player wishes to raise the wager, they can raise their bet by using the chips on their LCD screen. Then subsequent players must either match that raise ("call") or fold (put down their cards, using the "fold" button). This way, everyone still playing (i.e. hasn't folded) has contributed an equal amount of money to the "pot".

The Flop

Once the initial round of betting has finished, a burn card gets discarded and then three cards are electronically dealt face up onto the LCD screen in the center of the table. These three cards are known as "The Flop" and represent the first three community cards shared by everyone at the table. At this point, each player has a 5-card hand composed of two private cards and the three community cards.

Another round of betting/raising/checking/folding ensues via the touch sensitive LCD screens in front of each player.

The Turn

After everyone has bet on The Flop, another burn card is discarded and then a 4th community card is electronically dealt to the center screen— this card is called "The Turn". Another round of betting ensues.

The River

After betting, a final burn card is discarded and then a fifth and final community card is dealt to the center LCD screen – it is often called "The River". A final round of betting ensues. And once this is complete, players reveal their best 5-card poker hand comprised of any combination of their two private cards and the community cards

The player with the best 5-card poker hand is deemed the winner of this hand.

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

d. Number of players in the game.

The game requires a minimum of two players and table can hold a maximum of ten players at one time.

e. Description of how and when the house fees are collected.

The drop rules will vary from card room to card room, but many follow similar rules where the drop amount changes depending on the amount of players being dealt a hand, regardless if they fold pre-flop. The key is “being dealt a hand”, which means seated but logged out does not count. The Fast Deal system allows full flexibility for the card room to implement their particular drop rules for any limit game. We should have OUR procedure for collecting the drop put here, as we’ll need to get our specific procedures approved.
That sounds fine

Below is an example of a typical drop on a 3-6 Limit Hold ‘Em game

The drop will be as follows:

Active Players	Drop	Total	
1-3	\$1.00	\$1.00	
4-5	\$2.00	\$2.00	
6	\$3.00	\$3.00	
7-10	\$4.00	\$4.00	Maximum

The casinos will be able to set the drop rules indicating how much they will charge on a hand and what the maximum drop will be. The variations are as follows:

Charge if there is no flop?

How Many players to the flop?

Is the amount a set amount or a percentage?

What is the maximum amount that can be dropped?

Poker Automation will lease the tables to the card rooms for a preset amount per month and each card room will have the ability to set up their own drop rules.

f. Betting Limits

Again, we should replace the generalities with our specific betting limits. AGREE
Betting limits will be set for the type of game being played. Again control of the betting limits will be determined by what game the house sets up on the table in question.

The two common betting limits can include, but are not limited to:

- No Limit Tables – No limit is placed on the amount a player can bet after the Big and Small Blinds bets are placed.
- Limit Table – A cap is placed on how much can be bet per each hand. A cap requires a bet and three raises Just as with a “live” Hold’Em table, the betting limits is set by the house.

g. Betting Scheme

1. Checking and raising is permitted in all games.
2. In limit poker, all games allow a maximum of one bet and three raises in pots involving three or more players who are not all in. In no-limit there is no maximum number of raises.
3. In heads-up play, there is no maximum number of raises. This applies any time the action becomes heads-up before the raises have been capped. Once the raising is capped, it cannot be uncapped on that round of betting.
4. In limit play, an all-in wager of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call, or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call, or make a full raise.
5. Any wager must be at least the size of the previous bet or raise in that round, unless a player is going all in.
6. In all games that utilize multiple blinds, all players must meet the total amount of their blind obligations every round they play. The button always moves forward and the blinds adjust accordingly.

h. How the winners are determined and paid.

- The winner is determined by whichever active player (hasn’t folded) has the best five-card hand after the fifth community card has been dealt and the final round of betting has been completed, or by an individual being the only active player left (everyone else folds their hands).

Payments are transferred automatically to the winning individual’s account, and the system keeps a running total of all losses or winnings for all players. When a player wishes to leave the table and “cash out” their winnings or remaining monies, they select “Leave the Table” on their private LCD screen. The player then returns to the Poker Automation Kiosk where they created their player account. The player will swipe their card and log in using their player account password. From the main screen they have the option of printing out a ticket they can take to the cashier’s

cage window to receive their winnings or remaining monies, or they can leave their available funds in their account for future use.

4. Describe a “round of play”

After players sit down at a table (house discretion), the floor manager will “start” play on that table by activating the table on his tablet PC. In most cases this will mean after ten people have sat down at a table. The casino floor manager has the ability to start a game with two to ten people at a table.

All players will swipe their cards in the card slot at the top of their LCD. The screen will ask them to enter their account password, and log them into the terminal.

After everyone as logged in, game play can begin.

Each player is dealt two cards to their personal LCD. After reviewing their cards, a player can either bet or fold.

All players who decide to stay in must bet or check, as play dictates at that moment.

Once the first round of betting is complete, the computer will burn a card into the muck and then deal the 3 face up, community cards, also known of as the “flop”. The second round of betting/raising checking/folding will now ensue.

After the second round of betting is complete, the computer will burn a card and deal the fourth community card face up, also known as the “turn”. The third round of betting/raising /checking/folding will ensue.

- After the third round of betting is complete, the computer will burn a card and deal the fifth and last community card face up, also known as the “river”. The final round of betting will ensue. Upon the completion of the final round, the private cards (“hole cards”) of those players who are still in the game (haven’t folded) will be shown on the community screen (process is known as “showdown”) and the pot will be awarded to the player with the best hand combination and ranking. Side pots are formed when one or more players are all in. and their table balances do not cover the bet and are paid accordingly. Split Pots are pots that are divided among players, because of a tie for the best hand and are also paid accordingly.

5. Describe the type of gaming table utilized for this game.

The FastDeal table resembles a standard green poker table, minus the area usually reserved for a dealer. There are ten, 12 inch (diagonal dimension) LCD screens with

a slide-in / slide-out card reader at the top, one for each player, and a 40 inch LCD screen in the center of the table. Addendum II includes visual representations of the FastDeal table.

6. List other equipment used.

The FastDeal Poker™ Automated Kiosk

Is a compact, free-standing system where players can obtain their FastDeal Poker™ Player Cards, add value to their accounts and cash-out all or a portion of their balance to a voucher they'll take to the cash cage.

Magnetic Strip Stored Value Player's Card:

This card is generated at the Kiosk when a player's account is first created. Player uses the card by swiping it into the Kiosk or at the table terminal and entering his/her pin in order to identify his/her account

The FastDeal Poker™ Cage Terminal

Is the accounting administration tool with different access rules and permissions. The Pos system allows the casino administration to print all vital report on transactions, player history, drop amounts and more. Cashier level access is used on this system to scan and cash out vouchers generated by the kiosk.

The FastDeal Poker™ Table Manager

Is a wireless tablet PC that allows the Poker room Managers to create/enable/disable/pause a game, and replay hands.

The Fast Deal Poker™ Cash-Out Vouchers:

Are ticket printed from the kiosk when a player chooses to cash out any amount from his/her account and serves as chips. All vouchers have a serial number as well as a bar code. Players must take the voucher to the cage cashier where the cashier uses the Cage Terminal to scan the bar code, pay out the cash to the player and clear it out of the system.

7. Provide a glossary of terms used in the controlled game

Glossary

ACTION: A fold, check, call, bet, raise, or showdown.

AGGRESSIVE ACTION: A wager that could enable a player to win a pot without a showdown; a bet or a raise.

ALL IN: When you have put all of your playable money and chips into the pot during the course of a hand, you are said to be all in.

ANTE: A prescribed amount posted before the start of a hand by all players.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest blind in a game.

BLIND: A required bet made before any cards are dealt.

BLIND BET or BLIND RAISE: A wager made prior to looking at any of your cards.

BLIND GAME: A game, which utilizes a blind.

BLUFF: To bet an inferior hand, attempting to eliminate all opponents.

BOARD: 1. The board on which a waiting list is kept for players wanting seats in specific games. 2. The five communal cards in Hold'em-format games.

BOARDCARDS: The community cards in the center of the table in Hold'em or Omaha. Also called board.

BOARDPERSON: A casino employee who puts names of players who are waiting for a game on the board.

BROKEN GAME: A game no longer in action.

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is in the designated dealer position. See dealer button.

BUTTON GAMES: Games in which a dealer button is used.

BUY-IN: The minimum amount of money required to enter any game, usually five times the maximum bet.

CAGE: A cashier's window located in a casino where chip or money transactions take place.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round has been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-AND-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act.

DROP: A fee charged for each hand dealt.

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form their best hand in the games of Hold'em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit poker.

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Often called "*the button*."

DECK: A collection of playing cards. In these games, the deck consists of:

1. 52 cards in seven-card stud, Hold'em, and Omaha.
2. 52 cards (including the joker) in ace-to-five lowball and draw poker.

DOWNCARDS: Cards that are dealt facedown in stud-format games.

FIXED LIMIT: In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In Hold'em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The second upcard in seven-card stud or the first boardcard after the flop in Hold'em (also called the turn card).

FLUSH: A poker hand consisting of five cards of the same suit.

FORCED BET: A required wager to start the action on the first betting round.

FULL BUY: A buy-in equivalent to at least the minimum requirement for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: 1. Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand. 2. A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

KILL OR KILL BLIND: 1. A blind doubled in amount in some lowball games required after you win two pots in a row. 2. An oversized blind increasing the stakes in some high-low split games required from a player who wins both the high and the low end of a pot of a prescribed size. 3. A voluntary blind doubled in amount used to increase the stakes in some lowball games.

KILL BUTTON: A button used in a lowball game to indicate a player who has won two pots in a row and is required to kill the pot.

KILL POT: A pot with a forced kill by the winner of the two previous pots, or the winner of an entire pot of sufficient size in a high-low split game. (Some pots can be voluntarily killed.)

LEG UP: Being in a situation equivalent to having won the previous pot, and thus liable to have to kill the following pot if you win the current pot.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: 1. Cards that players have discarded. 2. The unused portion of the deck *and cards* that players have discarded, gathered facedown in the center of the table by the dealer.

NO-LIMIT: A betting structure where players are allowed to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPTION: The choice to raise a bet given to a player with a blind.

PAT HAND: A complete five-card hand (such as a straight, flush, or full house).

PICTURE CARD: A king, queen, or jack, also called a facecard or a paint.

PIP: The symbol used to represent the rank or suit of a card.

PLAYING THE BOARD: Using all five community cards for your hand in Hold'em.

POSITION: 1. The distance from the blinds or the button for any hand. 2. The order in which you act in a particular hand.

POT-LIMIT: The betting structure of a game in which you are allowed to bet up to the amount of the pot.

PUBLIC RELATIONS PLAYER: A casino employee who plays in games using his or her own money for the purpose of keeping a short-handed game from breaking up, or to start a new game. Also called prop or proposition player.

RAISE: To call a previous bet while making an additional bet simultaneously.

RERAISE: An increase in a wager at least the size of the previous bet, which occurs after a raise.

RIVER CARD: The final card in any poker game.

SCOOPER: A player who wins both the high and the low portions of a pot in a split-pot game.

SET: Three of a kind, also called trips.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown.

STRAIGHT: Five consecutive ranks of any suit.

STRAIGHT FLUSH: Five consecutive ranks of the same suit.

STREET: Cards dealt on a particular round in stud-format games. For instance, the fourth card in a player's hand is often known as fourth street, the sixth card as sixth street, and so on.

TABLE STAKES: 1. The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand. 2. The requirement that

players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

TURN CARD: The fourth street card in Hold'em or Omaha.

TRIPS: Three of a kind, also called a set.

UPCARDS: Cards that are dealt face up for opponents to see in stud-format games.

WAGER: A bet

GAME	TABLE LIMIT		COLLECTION FEE	
		8-9 Players	7-6 Players	5 or Less
Hold 'em	\$1/2	\$2	\$1	\$.50
	\$2/4	\$2	\$1	\$.50
	\$3/6	\$3	\$1.50	\$1
	\$4/8	\$3	\$1.50	\$1
	\$8/16	\$4	\$2	\$1
	\$9/18	\$4	\$2	\$1

All have a Jackpot Collection of \$1.00